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DRAGON QUEST XI
Echoes of an Elusive Age

Guide

Dragon Quest XI
Echoes of an Elusive Age

Dragon Quest XI: Echoes of an Elusive Age Definitive Edition
Strategy Guide

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First Published: 04-09-2018 / 00:00 GMT
Last Updated: 07-10-2021 / 17:13 GMT
Version: 1.2 13-10-2021 / 23:13 GMT

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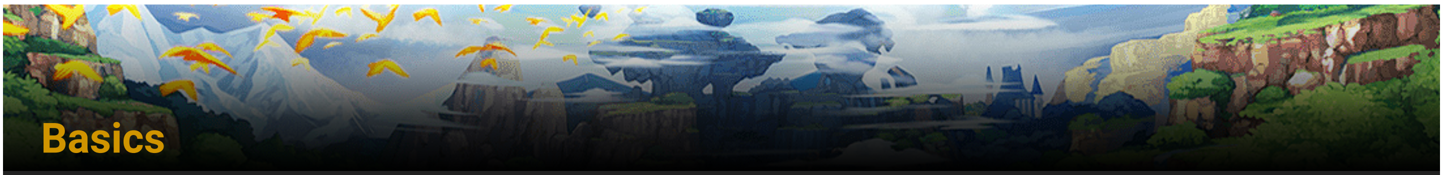

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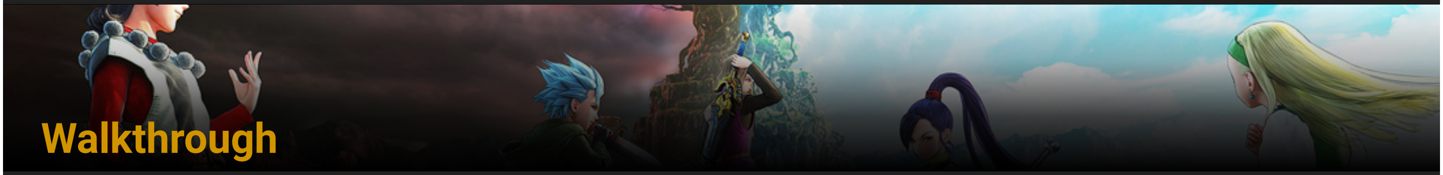

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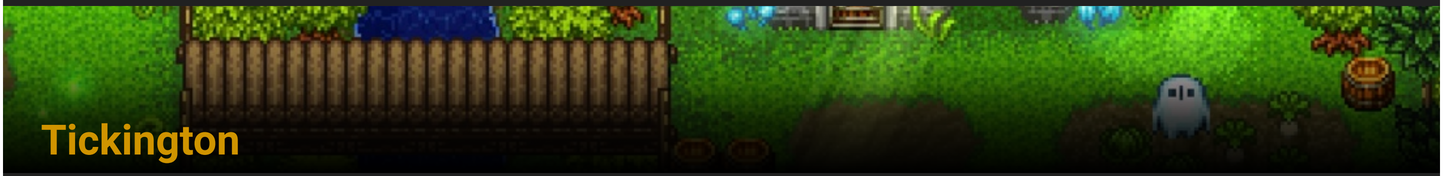

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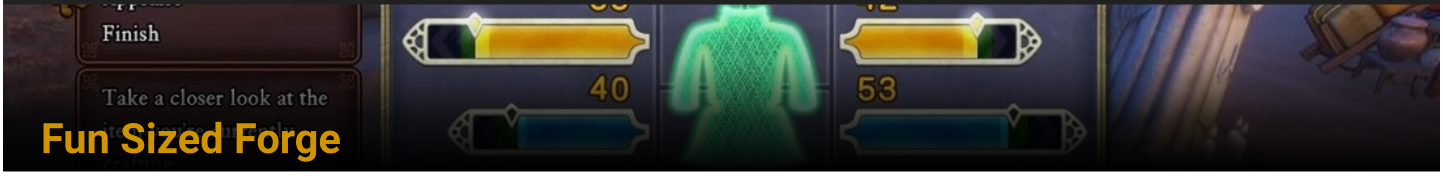

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Fun Sized Forge

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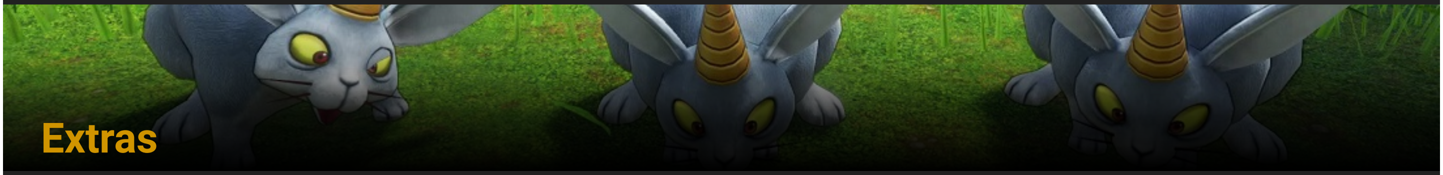

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Foreword

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Dragon Quest XI: Echoes of an Elusive Age is the first mainline Dragon Quest on a console in 12 years, since the release of Dragon Quest VIII back on the PS2. It's been a long wait for a spawling Dragon Quest adventure on consoles and Dragon Quest XI fails to disappoint. You'll get to visit all manner of wonders during your time in Erdrea and meet a wide range of characters both charming and cunning. The game offers a multitude of activities to pursue along with an exhilirating post game at the end of it.

With it being more than a year since it's release in Japan, the Western release of Dragon Quest XI sees a number of changes. Firstly, the game features full voice acting, something that was missing entirely from the Japanese release. The User Interface (UI) has had an overhaul, making it a lot more graphic than the traditional style the Japanese version went for. The Draconian mode adds more challenges to the list to customize your gameplay experience such as increasing the levels of enemies and decreasing the Experience Points you receive from lower level enemies. Finally, you can now dash on the field screen to get around the world at a quicker pace.

Dragon Quest XI features a wonderful story full of happiness and sadness, heroes and villains. It's a journey that will take you a long time to reach it's climax so strap in and let us guide you around the world of Erdrea.

- Ben Chard (Author)

Version Differences

You will find the differences between the original Dragon Qquest XI and Dragon Quest XI S on this page, of which there are a few. The following is a quick list of the changes/additions to the Definitive Edition, with a more detailed section after it, for those that need a bit more information.

- Can switch between Japanese and English voice acting.
- There is now an orchestral soundtrack.
- Shortcut menu has been added.
- Ability to use the Fun-Size Forge anywhere, via the Shortcuts menu. You can also purchase materials via the forge menu, but not all materials can be purchased.
- Can adjust the battle speed.
- Nose for Treasure added whenever Erik is in party.
- Photo Mode added.
- Other party members appear while exploring (some areas will only have the Hero showing).
- New Draconian Quest options added.
- Can play in 2D Mode.
- New character-specific interludes available between Acts 1 and 2.
- Tickington quests added.
- Outfits now have their own slot, instead of being attached to actual armor. Also, there are new outfits in the game.
- You will get a **Horse Hailer** item that allows you to summon your horse anywhere, minus places like dungeons and cities.
- New mountable monsters can be found throughout the game.
- Crossbow Targets were removed with the Definitive Edition.
- New trophy list separate from vanilla. Some trophies were added, while others were removed.

Draconian Quest

Draconian Mode is an optional feature in Dragon Quest XI that allows you to add restrictions or make the game more difficult. Whenever you start a new game, you will have the option to turn on Draconian Mode options. This is done on the screen where you name the protagonist, as you can see an option to press a button bring up the Draconian Quest. While playing, should the game be too difficult or you don't like an option, you can visit any church to turn them off. Of course, if you do turn them off, you cannot reactivate them, unless you revert to an older save or start a brand new game.

Draconian Option	Description
No Shopping	Cannot buy items from any shop
No Armour	Cannot equip armour on characters
Reduced Experience from Easy Fights	Weak enough enemies will grant 0 XP
All Enemies Are Super Strong	Enemies will be stronger than normal
Shypox	Protagonist will sometimes randomly lose a turn in battle
Super Shypox	Like Shypox, but for the entire party
Townsfolk Talk Tripe	NPCs will sometimes say random things
Party Wiped Out is Protagonist Perishes	If the Protagonist dies, then you receive a game over
No Fleeing from Battle	You cannot flee from battle

A few quick notes on the Draconian options listed above. **No Fleeing from Battle** is only present in the original version of the game, and not in the Definitive Edition. Likewise, **Super Shypox**, **Townsfolk Talk Tripe** and **Party Wiped Out if Protagonist Perishes** are only found in the Definitive Edition version of the game. You will not find those three in the original version.

Character Builder

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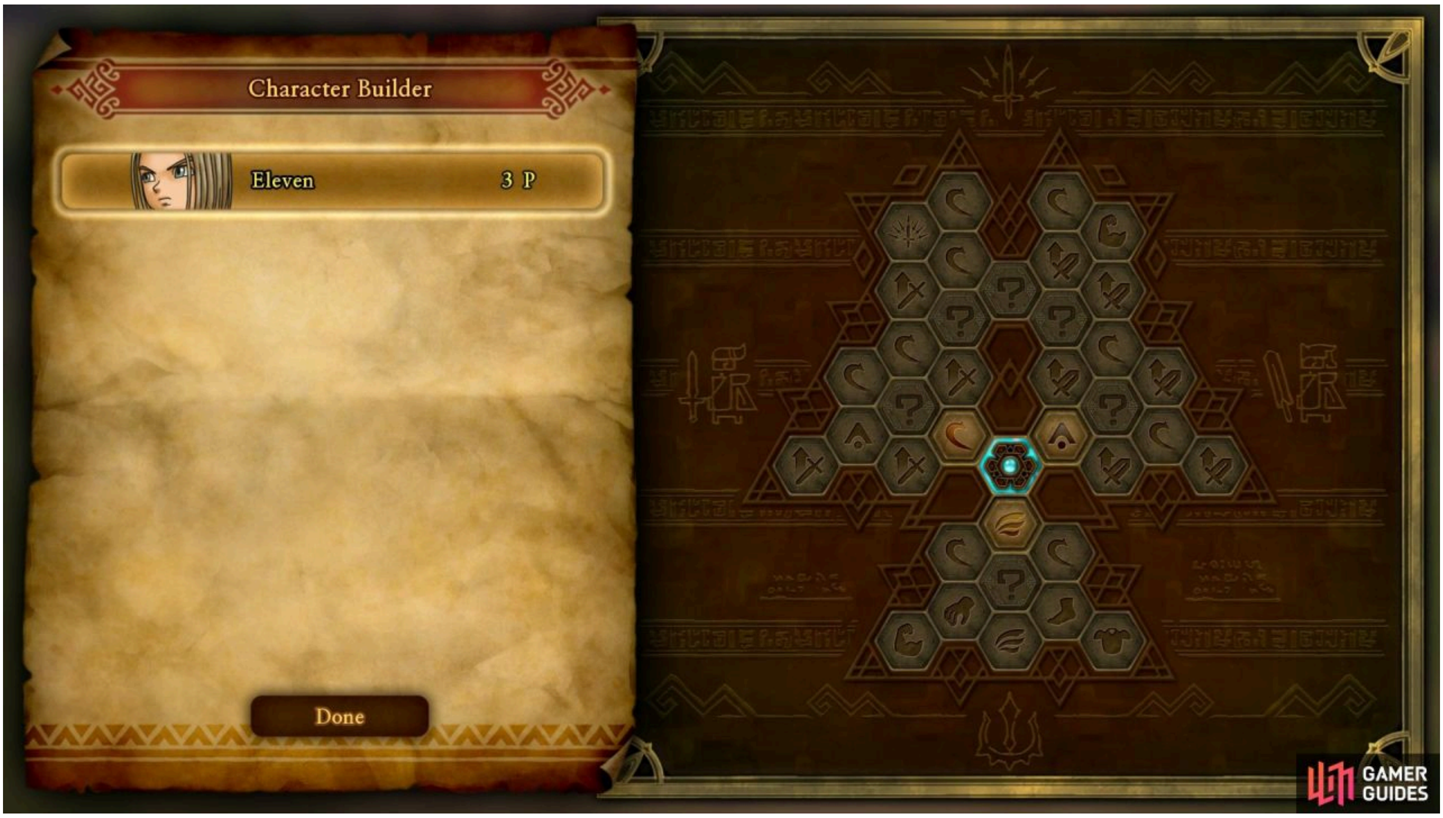
Warning

You may have noticed that the eighth character is not named in the contents section here. The identity of this character is a huge plot spoiler due to them not joining until Act II. Avoid looking at that page until you have recruited the eighth character.

Building an Unstoppable Team

In Dragon Quest XI, you'll receive Skill Points as you level up. Each character earns them at different rates and you can also earn them from the use of Seed of Skills found throughout the world of Erdrea. Use these Skill Points to develop your characters by unlocking panels in their Character Builder screen.

You can access this menu from the Misc option of the main menu and from there, you'll be presented with a bunch of skill panels forming an image, of which is different for each character. Each section will be utilizied for a different category such as One-Handed Swords or Daggers. You can spend points in whichever category that you like however you can only unlock adjacent panels so it's worth taking the time to plan ahead. You may also notice some panels simply feature a "?", these won't be revealed until you unlock a number of the skill panels surrounding it. Each "?" will say how many of the surrounding panels you need in order to unlock them.



Note that each character's skill panel will expand with more skills to unlock after certain major story events, so don't be too dissapointed by a character's skill panels at first glance. Your choices will matter as once you max out your character's level at 99, you'll need to hunt down Seed of Skills to obtain the rest of the Skill Points.

The sole purpose of this section is to give a brief background of every character followed by a breakdown of their skill panels along with a suggestion on what routes to take them down. As mentioned in the warning at the top, the identity of the eighth character is a huge spoiler, so you have been warned.

Resetting Skills

Once Veronica and Serena join your party, you will be able to reset skill trees to refund the points invested in them. This can be done by going to any church/priest and choosing the **Rectification** option. You can only reset skill trees (like Greatsword or Sword) and not individual skills, plus it'll cost you 20 gold per Skill Point. As an example, you purchase Flame Slash and want to reset it. This skill costs 3SP, so you would be paying 60g in order to reset it.

Tip

One little tip to trick the system is if you use skills in one tree to reach skills in another tree. You can reset the former one to gain those SP back, but the skills in the latter tree will still be learnt.

Basics » Characters

The Hero

As the protagonist of the adventure, you'll be witnessing all events through the eyes of the Luminary. Raised in the quaint village of Cobblestone, the Hero awakens his ability as the Luminary during his coming of age ceremony. The Hero uses two weapons in the game, a sword and greatsword. Both of them have their uses, although the greatsword tends to outshine the other in the earlier parts of the game. Once you get into the later portions, though, the sword quickly catches up and becomes worthwhile to use, especially since he can pair it with a shield to become more defense, although Dual Wielding is the better option for damage.

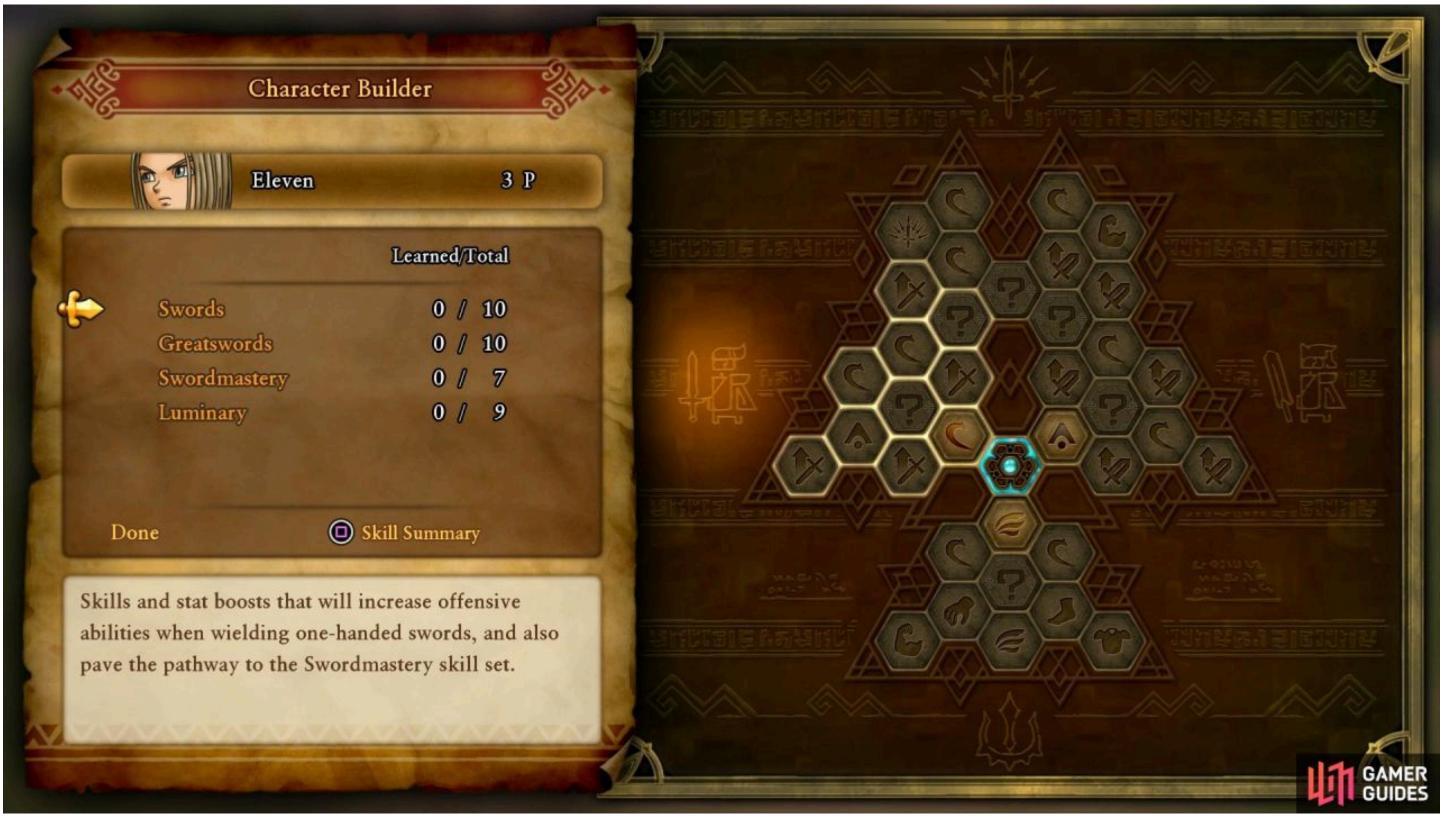
The Hero of Dragon Quest XI.

Categories	Total Skills	Total SP Needed
Swords	10	92
Greatswords	10	92
Swordmastery	10	234
Luminary	25	317

Spells

The Hero learns a number of spells as he levels up in the game, although he tends to not really be good at much of anything. His offensive spells are good in the earlier portions of the game, though, as they can help in dealing with large groups of enemies. The only problem with this is the fact you will probably not be focusing on increasing his Magical Might stat, so his spells won't be as powerful as someone like Veronica or Rab.

Name	Effect	MP	Acquisition
Frizz	Light Fire damage to a single target	2	Level 2
Heal	Heals small amount of HP to one ally	3	Level 5
Sizz	Light Fire damage to group of enemies	3	Level 8
Evac	Teleports party out of dungeon	0	Level 9
Bang	Small magical damage to all enemies	6	Level 15
Snooze	May put single target to sleep	3	Level 16
Midheal	Heals medium amount of HP to one ally	6	Level 19
Sizzle	Medium fire damage to group of enemies	7	Level 23
Frizzle	Heavy fire damage to single target	8	Level 25
Zing	50% chance to revive fallen ally	12	Level 28
Moreheal	Heals large amount of HP to one ally	12	Level 30
Boom	Medium magical damage to all enemies	12	Level 31
Kasnooze	May put group of enemies to sleep	8	Level 35
Kasizz	Heavy fire damage to group of enemies	16	Level 40
Kafrizz	Very heavy fire damage to single target	21	Level 56
Kazing	100% chance to revive fallen ally	24	Level 62



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	Learned/Total
Swords	0 / 10
Greatswords	0 / 10
Swordmastery	0 / 7
Luminary	0 / 9

Skills and stat boosts that will increase offensive abilities when wielding one-handed swords, and also pave the pathway to the Swordmastery skill set.

The Hero’s skill tree at the beginning of the game.

Swords

One of the two weapons the Hero can wield, the sword is one-handed and can be used with a shield. Once you learn **Dual Wielding**, you can use two swords at the same time. This one is not very useful in the beginning of the game, as **Flame Slash** is about the only skill worth using. This is because the other two early skills are situational in their uses. **Metal Slash** is only going to be really useful against Metal Slimes, while **Dragon Slash** should only really be used against dragon-type enemies. Being able to use a shield, though, does make the Hero a little more defensive, which can be a blessing in the earlier portions of the game. You should always have Flame Slash, though, to use the Itemized Kill Pep Power with Erik.

Name	SP	Notes
Flame Slash	3	-
Attack Power When Wielding +3	4	-
Critical Hit Chance When Wielding +2%	6	-
Sword Stance	7	-
Dragon Slash	10	-
Metal Slash	12	-
Miracle Slash	16	Secret Panel [?]
Attack Power When Wielding +6	10	-
Attack Power When Wielding +10	12	-
Dual-Wielding	12	Secret Panel [?], must unlock two panels from Swordmastery category to access

Greatswords

Greatswords are one of the two weapons that the Hero can use in battle, and they’re two-handed weapons. That means he won’t be able to use a shield with them, but to counter that, greatswords do more damage than normal swords. The good thing about greatswords is that the earlier skills are pretty good, as they focus on damage more than anything. **Helichopter** hits an entire group of enemies, while **Cutting Edge** is a strong attack against a single foe. This makes the greatsword great for cutting down random battles, as well as effective for boss battles. Once you gain access to **Unbridled Blade** later in the game, you can substitute it for Cutting Edge. Towards the end of the game, you might be able to switch back to normal swords.

Name	SP	Notes
Greatsword Guard	3	-
Attack Power When Wielding +5	4	-
Critical Hit Chance When Wielding +2%	6	-
Helichopter	7	-
Cutting Edge	10	-
Attack Power When Wielding +10	10	-
Freeze Fangs	12	Secret Panel [?]
Critical Hit Chance When Wielding +3%	12	-
Attack Power When Wielding +15	12	-
Unbridled Blade	16	Secret Panel [?], must unlock one panel from Swordmastery to access

Swordmastery

Swordmastery is located at the top of the Hero's Character Builder, so you would need to either go through Swords or Greatswords in order to reach it. If you go up the right side, from the Greatswords area, you will gain access to the Strength +25 node, which is always a nice boost for damage. Most of the skills in this area are quite expensive, meaning that they put a big burden on your MP. They are great skills, no doubt, but you can't really be using them too much, or you'll be left with no MP at all. **Sword Dance** is one of the more useful abilities, though, especially when going up against bosses.

Gigacrash and Gigasmash will only hit a single group of enemies, while Gigaslash and Gigagash will hit all enemies. All of them will deal magical damage, specifically lightning, so you will need to be a little careful around foes that resist that. **Blade of Ultimate Power** is a very powerful attack, even moreso because it's non-elemental, but it costs a whopping 48 MP to use, so it's going to drain your mana very quickly. Your best options here are Gigaslash/Gigagash, as well as Sword Dance and the passives.

Name	SP	Notes
Falcon Slash	16	-
Critical Hit Chance +3%	16	Affects all weapons
Gigaslash	25	Swords only
Gigacrash	36	Greatswords only
Strength +25	16	-
Counter When Blocking or Parrying	12	-
Gigasmash	25	Greatswords only
Gigagash	36	Swords only

Name	SP	Notes
Sword Dance	16	Secret Panel [?]
Blade of Ultimate Power	36	Secret Panel [?]

Luminary

The Luminary skill tree looks a bit barren at first, but it will get filled out more later on in the game. At the start, though, Zap is a great spell to help with clearing out monster encounters, plus you will want the Pep nodes to help with achieving Pep Mode. In fact, **Pep Up** is a skill that triggers it on command, for an even 25 MP. This can be important, since the Hero is a part of so many Pep Powers. Once the Luminary tree gets fleshed out, you will want to go to the right and get Charm +40, which is a special node, as that nets you an extra 10 Skill Points. You can reset this section after to get your points back to spend elsewhere.

The Pep-Up Power-Up and Pep Chance +10% are great to have, too, if you don't feel like wasting MP on the skill itself (the former should be grabbed, no matter what). The Zap line of spells are nice, since they hit a group of enemies, but the later ones tend to cost quite a bit of MP, especially Kazap. You will definitely want to pick up **Fullheal** and **Omniheal**, as they can be great to have in a pinch, although the latter uses a high amount of MP. Unfortunately, the Hero doesn't have access to something like Multiheal, so there is really no reason to chase after the Magical Mending stat here, although you might want to grab the Magical Might one, depending on if you use the Hero's offensive spells.

Name	SP	Notes
Pep Chance +5%	8	-
Zap	8	-
Poof	8	-
Deftness +10	8	-
Agility +10	8	-
Holy Protection	8	-
Pep Up	25	Secret Panel [?]
Strength +10	8	-
Resilience +10	8	-

The following skills will unlock after reaching a major plot point in the game.

Name	SP	Notes
Zapple	12	Secret Panel [?]
Fullheal	12	Secret Panel [?]
Kaclang	12	-

Name	SP	Notes
Charm +40	12	Grants 10 free Skill Points
Magical Might +50	14	-
Magical Mending +50	14	-
Kazap	16	Secret Panel [?]
Omniheal	16	Secret Panel [?]
Pep-Up Power-Up	20	-
Pep Chance +10%	20	-
Maximum MP +20	14	-
Maximum HP +20	14	-
Magical Might +5	12	-
Strength +15	12	-
Strength +25	12	Secret Panel [?]
Big Banga	16	Secret Panel [?]

Character Build

The Hero's choice in the beginning portions of the game is pretty easy to figure out, since the Swords section is a bit underwhelming in terms of abilities, as only Flame Slash is really useful. Greatswords offer some great abilities for both normal enemies and bosses, so you should focus on that and go straight for **Unbridled Blade**, while picking up **Helichopter** and possibly **Cutting Edge**. This should last you until you can start making your way towards **Sword Dance** in the Swordmastery section. In fact, this ability will be able to replace Unbridled Blade as a boss killer, but you will unfortunately need to leave the skill alone, as it's needed to unlock Sword Dance.

Don't forget to also grab **Pep Up** in the Luminary section, as this makes it a little easier to trigger some of the Pep Powers. Once you reach the late portions of the game, you could go for **Gigaslash** and **Gigagash**, as well as **Zap** and **Zapple**. Although, it might be better to forgo the latter two and go for the **Charm +40** to get the free Skill Points, then reset that section to gain all those spent SP back. The Strength passives are probably what you want to get with the Hero, as the others are either a pretty small increase, or not needed due to the Hero's build.

Erik

Erik will be the first party member to join your team, and he has the potential to be one of the better ones. He can equip three different weapons; Knives, Swords and Boomerangs. Since you have other characters that use a sword, it's probably better to leave that alone, although there are some nice options in that tree. Boomerangs are amazing in random battles, especially those with a lot of enemies, since they will hit all of them. However, boomerangs aren't great at all against bosses, so it might be a good idea to hold off on them until later in the game. Knives are probably the best bet for starting out with Erik, since there are some great skills in there.

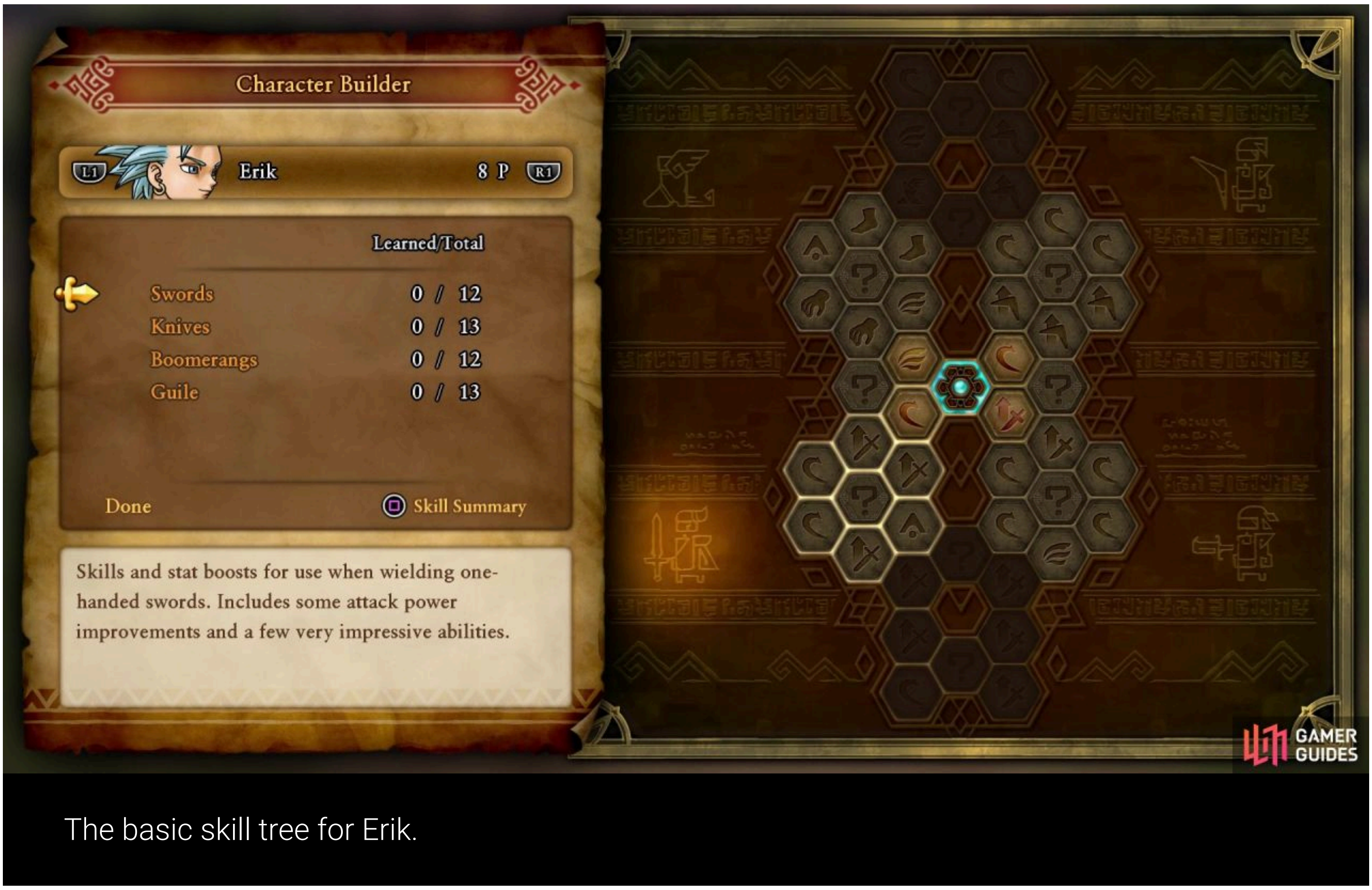
Erik is the first party member you'll get in the game.

Categories	Total Skills	Total SP Needed
Knives	13	156
Swords	12	143
Boomerangs	12	140
Guile	13	160

Spells

Erik doesn't learn too many spells throughout the course of leveling up, with four of the seven spells he learns falling under the Earth trap one. These can be useful spells in tougher fights, since the damage from the trap goes off before the enemy acts, and there's not many enemies in the game that can resist Earth damage. It's a bit on the odd side that Erik learns Evac, since the Hero learns it sooner than he does and it doesn't cost any MP, so it's pretty much a wasted spell slot. Peep is not that useful either, outside of one or two instances. Cock-a-Doodle-Doo can be a nice spell for Erik, since it allows you to wake up the entire party, provided Erik doesn't get put to sleep himself.

Name	Effect	MP	Acquisition
Rubblerouser	Places seal under enemy that will damage them when they act for three turns	6	Level 10
Evac	Teleports party out of dungeon	0	Level 12
Cock-a-Doodle-Doo	Cures party of sleep	2	Level 15
Peep	Sees whether chest is real or not	1	Level 22
Boulderbringer	Places seal under enemy that will damage them when they act for three turns	12	Level 23
Mountainmover	Places seal under enemy that will damage them when they act for three turns	20	Level 42
Ridgeraiser	Places seal under enemy that will damage them when they act for three turns	36	Level 61



	Learned/Total
Swords	0 / 12
Knives	0 / 13
Boomerangs	0 / 12
Guile	0 / 13

Skills and stat boosts for use when wielding one-handed swords. Includes some attack power improvements and a few very impressive abilities.

The basic skill tree for Erik.

Knives

Knives are a great choice for Erik, especially in the early game. **Sleeper Hit** allows him to possibly put an enemy to sleep, which he can follow up with **Persecutter**, dealing huge damage. You can do a little better, too, with **Cobra Strike** and **Victimiser**, which is similar to the previous set, but with poison instead. In fact, the latter set will tend to be useful later, as more bosses and challenging enemies will be susceptible to poison over sleep. The Knives tree also gives Erik **Dual-Wielding**, meaning he can equip two of the same weapon. Of course, there's a damage penalty for the offhand weapon, but once you have his trees expanded, you can get rid of that penalty with Dually Deadly from the Sword section. Once you expand the trees, **Nastier Knives** increases the chance of inflicting a status ailment with either Sleeper Hit or Cobra Strike, should you still use them at that point.

Name	SP	Notes
Attack When Wielding +5	3	-
Critical Hit Rate When Wielding +2%	4	-
Dodge Chance +3%	14	Secret Panel [?]
Sleeper Hit	6	Chance to put enemy to sleep
Persecutter	9	Deals 6x damage to sleeping enemies
Dual-Wielding	16	Can equip two of the same weapon type
Cobra Strike	7	Chance to poison an enemy
Victimiser	13	Deals 6x damage to poisoned enemies
Assassin's Stab	18	Secret Panel [?]
Critical Hit Rate When Wielding +4%	14	-
HP Hoover	16	Secret Panel [?]
Attack When Wielding +30	16	-
Nastier Knives	20	-

Swords

At the beginning of the game, Swords for Erik is going to be pretty similar to the Hero, as they share a lot of the same skills. In fact, their skills are pretty much the same and because of that, it's not a good idea to even bother with it, since **Flame Slash** is the only non-situational one there. However, once you get the expanded skill tree, Erik can gain access to two skills, **Fatal Slash** and **Dually Deadly**. The former is a great skill to use against single targets, since it deals 2.5 times the damage from normal attacks. With Dually Deadly, you can negate the damage penalty on the offhand weapon when dual wielding. Considering Erik's biggest damage will come from dual-wielding at the end of the game, then this is a necessity. Also, it should be noted that Erik gains a whopping total of +90 Attack via the passives for when he's equipped with a sword, which is more than any other character gets for their respective weapons in the game.

Name	SP	Notes
Flame Slash	3	-
Attack When Wielding +10	4	-
Critical Hit Rate When Wielding +2%	6	-
Sword Stance	7	-
Dragon Slash	10	-
Metal Slash	12	-
Attack When Wielding +20	10	-
Miracle Slash	16	Secret Panel [?]
Attack When Wielding +25	14	-
Attack When Wielding +35	16	-
Fatal Slash	20	-
Dually Deadly	25	Secret Panel [?]

Boomerangs

Boomerangs are a great weapon choice for random battles, since the weapon hits all enemies. However, there is damage degradation, as the weapon only does full damage on the first enemy and each subsequent one will be hit for lesser damage. So, you're basically trading off damage for convenience of hitting multiple enemies. The biggest thing to take away from Boomerangs is that they are horrible against bosses, because of that above fact that they hit multiple enemies. There is a Metal Slime-hitting ability with boomerangs, called **Metalicker**, which is cheaper to get to than Metal Slash and swords. **Starburst Throw** isn't bad, but it does cost a lot of MP to use and is also locked.

Should you invest in Boomerangs at the start of the game, then you will want to shoot for **Power Throw**. Using this ability is the same as tossing your boomerang normally, except you don't get the damage reduction on subsequent foes after the first hit. The major investment in Boomerangs will come with the expanded skill trees, as you can get something called **Double Down**. You get two hits with this skill, with each one dealing almost twice the normal damage, although it does cost a decent chunk of MP to use it (Erik doesn't have abundant MP). To make it even better, there's a chance that Double Down will reduce the enemy's resistance to ailments and debuffs.

Name	SP	Notes
Ooze Bruiser	3	-
Accuracy When Wielding +5%	4	-
Accuracy When Wielding +5%	9	-
Attack When Wielding +5	6	-

Name	SP	Notes
Metalicker	7	-
Twomerang	16	-
Power Throw	13	-
Starburst Throw	18	Secret Panel [?]
Attack When Wielding +10	14	-
Accuracy When Wielding +10%	16	-
Double Down	20	-
Pep-Up Power-Up	25	Secret Panel [?]

Guile

To start off with, you should grab **Half-Inch** as your first skill with Erik, as it grants him the ability to steal from enemies (and also the Itemized Kill Pep Power with the Hero's Flame Slash). While it may not be an amazing steal rate, you will be able to increase it via equipment and other skills as you progress through the game. **Falcon Slash** can be invaluable towards the end of the first portion of the game, especially if you pair it with a Falcon Blade, although it does require you to invest a little bit in the Swords tree. Note that the **Agility +30** spot at the top of the initial tree grants a hidden +10 SP, so make sure to grab that early and reset the tree to get the points back.

The locked skill in the middle of the Guile tree is **Divide** and is one of Erik's greatest skills. While it only lasts a single turn, you are effectively tripling the damage done by Erik on that turn. You can also pair it with Half-Inch to triple his stealing rate. There are many uses for Divide, so make sure you absolutely get it down the line. Once the skill trees are expanded, Erik can nab **Sticky fingers** to increase his steal rate by quite a bit. The last skill to be talked about is **Critical Claim**. While it costs an astounding 64 MP to use, it is a guaranteed critical hit, no matter what, as it cannot be blocked or evaded. This will make hunting down those pesky Metal Slime variants a lot easier.

Name	SP	Notes
Half-Inch	8	-
Deftness +10	8	-
Falcon Slash	18	Secret Panel [?]
Dodge Chance +2%	8	-
Deftness +30	10	-
Agility +10	8	-
Agility +30	10	Grants +10 SP when purchased
Dodgy Character	12	-
Divide	14	Secret Panel [?]
Sticky Fingers	14	-

Name	SP	Notes
Pep Chance +5%	16	Secret Panel [?]
Dodge Chance +5%	16	-
Critical Claim	20	-

Character Build

When starting out with Erik, you should probably get **Half-Inch** as the first skill. This not only grants you the ability to possibly steal items from enemies, but it also gives you access to the Itemized Kill Pep Power, once the Hero has learned Flame Slash. From there, you probably want to go down the Knives route with Erik. Get **Sleeper Hit** and **Persecutter**, since those are the first skills and play off of each other, then look at **Cobra Strike** and **Victimiser**. You might think Boomerangs are the better investment at the beginning of the game, but their lack of boss-fighting skills would make Erik a little lackluster in that department.

At the beginning, you might also want to head toward that Agility +30 spot for the free Skill Points, then reset and take the above advice. Unfortunately, during a stretch of the game, Erik is going to fall behind the other in terms of damage potential, but that picks up once the skill trees are fully unlocked. **Dual-Wielding** is probably your short-term goal in the earlier portions of the game, with **Divide** being the next thing you want to head towards after that. From there, once the skill trees do open, Erik can become a bit of a monster. While **Critical Claim** uses a lot of MP, it's going to be a staple move in the long run.

Double Down is another great skill to have, as is **Dually Deadly**, especially since you will probably be dual wielding with Erik at all times. For single targets, **Fatal Slash** is nice and means he will be even better at fighting bosses. The damage potential for Erik goes through the roof towards the end of the game, as Dually Deadly, Divide and two powerful Boomerangs means Erik is going to make short work of normal encounters. The only problem, though, is that the necessary skills are kind of far apart, meaning you will need to concentrate on an overall package until you can start farming Seeds of Skill.

Veronica

Veronica is one of two characters that joins your group, along with her sister, Serena. She can use both Heavy Wands and Whips, although considering she is a spellcaster primarily, Veronica should just stick to Heavy Wands. Whips can hit an entire group of enemies, but Veronica is not going to really have the strength to do good with it, plus she has plenty of crowd control with her spells. Also, with Heavy Wands, Veronica will be able to physically strike foes with it, allowing her to regenerate some MP, even if she won't do a lot of damage.

GAMER GUIDES

Veronica

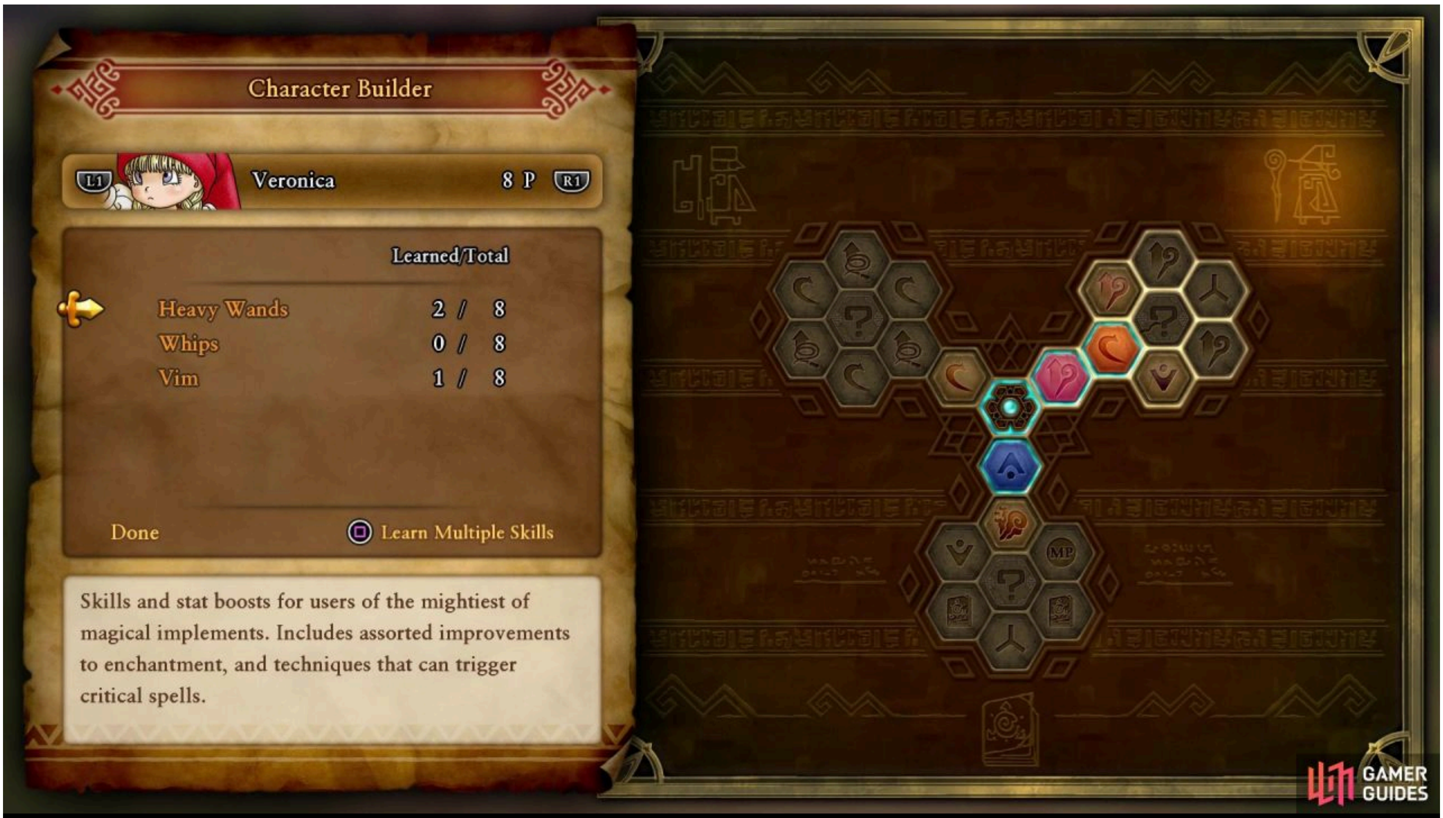
Categories	Total Skills	Total SP Needed
Vim	14	209
Heavy Wands	15	189
Whips	15	201

Spells

As Veronica is primarily a spellcaster, she will learn a lot of different spells as she levels up during the course of the game. You will want to be using Veronica a lot, since her spells can be quite powerful. She joins the party with six spells, including the wonderful Sap, Magic Barrier, and offensive spells. One of the first spells she'll learn upon leveling up is Bang, which will hit all enemies in a battle. Most of the other spells she learns are evolutions of the above, although there are some others thrown into the mix. Veronica will learn Oomphle, which she does before Sylvando does, as well as Magic Burst as her final spell. The latter is one of the more powerful moves in the game, so it will be used a lot in the end portions of the game.

Name	Effect	MP	Acquisition
Frizz	Light fire damage to single enemy	2	Default
Sizz	Light fire damage to group of enemies	3	Default
Crack	Light ice damage to single enemy	3	Default
Sap	Lowers single enemy's defense	2	Default
Magic Barrier	Raises spell resistance for all allies	4	Default
Decelerate	Lower single enemy's agility	2	Default
Bang	Deals light damage to all enemies	6	Level 13
Fizzle	Seals a group of enemies' ability to cast spells	3	Level 13
Deceleratle	Lowers a group of enemies' agility	4	Level 17
Kasap	Lowers a group of enemies' defense	4	Level 18
Fuddle	Chance to confuse a single enemy	3	Level 19
Sizzle	Medium fire damage to a group of enemies	7	Level 21
Frizzle	Medium fire damage to single enemy	8	Level 23
Drain Magic	Steals a small amount of MP from a single enemy	0	Level 24
Crackle	Medium ice damage to a group of enemies	8	Level 26
Bounce	Reflects enemy spells back to caster for single ally	6	Level 27
Boom	Medium damage to all enemies	12	Level 29
Oomphle	Increases an ally's attack by a high amount	8	Level 31
Blunt	Decreases single enemy's attack; Can be used twice on same enemy	6	Level 36
Kasizz	Heavy fire damage to a group of enemies	16	Level 38
Kafuddle	High chance to confuse a group of enemies	8	Level 42
Kacrack	Heavy ice damage to all enemies	20	Level 44
Kafrizz	Heavy fire damage to single enemy	21	Level 54
Kaboom	Heavy damage to all enemies	24	Level 54
Kasizzle	Massive fire damage to a group of enemies	48	Level 64
Magic Burst	Damage equal to 3x Veronica's current MP to all enemies	64*	Level 70

Magic Burst requires a minimum of 64MP to use, with it using all of your MP no matter what.



Character Builder

Veronica 8 P

	Learned/Total
Heavy Wands	2 / 8
Whips	0 / 8
Vim	1 / 8

Done

Learn Multiple Skills

Skills and stat boosts for users of the mightiest of magical implements. Includes assorted improvements to enchantment, and techniques that can trigger critical spells.

Veronica’s Skill Tree upon getting her in your party.

Vim

This is Veronica’s non-weapon tree and there are a few things you will probably want to grab from here. The biggest takeaway from the Vim tree is **Channel Anger**, which when used, will increase the damage done by Veronica’s spells for a few turns. Needless to say, her spells doing more damage is always a good thing, so it might be a good idea to beeline towards this at the beginning of the game. **Sage’s Breath** is a nice skill to potentially keep up Veronica’s MP in battle, especially in the later portions, when spells use up a lot more MP. **Kaboomle** and **Kafrizzle** are probably her most powerful spells, despite the big MP cost of them. The passives are also good for this tree, with the resistances stacking with any equipment bonuses. **Enchanting Echo** gives a chance that a spell she casts will go off again, with no extra MP cost on your end.

Name	SP	Notes
Wizard Wand	8	-
Magical Might +10	8	-
Maximum MP +10	8	-
Fire & Earth Resistance +20%	10	-
Sage’s Breath	12	-
Ice & Wind Resistance +20%	10	-

Name	SP	Notes
Spooky Aura	8	-
Channel Anger	14	Secret Panel [?]
Light & Lightning Resistance +20%	14	-
Max MP +30	16	Grants 10SP for unlocking
Kaboomle	20	Secret Panel [?]
Magical Might +20	14	-
Magical Might +30	16	-
Kafrizzle	20	Secret Panel [?]
Enchanting Echo	25	Secret Panel [?]

Heavy Wands

This category isn't that great for skills, since none of them are really game-changing and don't really add much to Veronica's playstyle. However, the passives in this skill tree are good and most of them should be gotten, especially once you open the skill tree to its maximum. There is MP Absorption when attacking, Magical Might, MP Recovery after battle, Maximum MP, and even a Pep Chance increase. For the abilities from this skill tree, **Antimagic** might prove useful if you're going up against an enemy that uses a lot of magic. **Ring of Ruin** might seem good, until you realize that Veronica is probably the only one casting offensive magic, so Channel Anger from the Vim tree is a better use. If you really dig for something, **Zing Stick** might be good in emergencies, since it gives you another option for reviving a downed ally.

Name	SP	Notes
MP Absorption When Wielding +2%	3	-
Beelzefreeze	4	-
Antimagic	8	-
Magical Might When Wielding +10	10	-
Staff of Salvation	13	-
Max MP When Wielding +10	13	-
Minor MP Recovery After Battle	6	-
Ring of Ruin	13	Secret Panel [?]
Moderate MP Recovery After Battle	14	-
Max MP When Wielding +20	16	-
Zing Stick	20	Secret Panel [?]
Pep Chance +10%	25	Secret Panel [?]
Magical Might When Wielding +20	14	-
MP Absorption When Wielding +4%	16	-

Name	SP	Notes
Magical Might When Wielding +30	20	Secret Panel [?]

Whips

Whether you want to go this route for the weapon choice with Veronica is entirely up to you, but it's not a wise choice for her. One of the bigger reasons for this is because Veronica is going to have some low Strength, so you'll likely need to use Strength Seeds on her, when they are better used elsewhere. Also, while it's nice they hit an entire group of enemies, Veronica can already do that with her spells. In fact, Boom and Bang will hit all enemies, instead of just a group. If you did want to use whips as a weapon, Sylvando has that option and he is better suited to it.

That being said, the whip tree does have a few nice skills. **Hypnowhip** can confuse enemies, although the chance isn't too high, especially when you take their resistances into account. **Hit the Hay** and **Trammel Lash** are similar to the above, except they do sleep and paralysis, respectively. **Twin Dragon Lash** is probably the key skill you want at the beginning, since it hits a single enemy twice (Sylvando doesn't learn this). Once the tree opens up completely, **Whipcrackle** can deal a good deal of damage to an enemy group, with a high chance for critical hits. **Wyrm Whip** is the best skill, at it does three hits against a single enemy, plus it can remove buffs. This includes the likes of Oomphle, Buff, and even a pepped up state.

Name	SP	Notes
Hypnowhip	3	-
Attack Power When Wielding +10	4	-
Hit the Hay	7	-
Lashings of Love	6	-
Attack Power When Wielding +15	9	-
Attack Power When Wielding +20	13	-
Trammel Lash	16	-
Twin Dragon Lash	18	Secret Panel [?]
Starstrike	14	-
MP Absorption When Wielding +2%	16	-
Wyrmwhip	20	Secret Panel [?]
Attack Power When Wielding +20	14	-
Max MP +20	16	-
Whipcrackle	20	Secret Panel [?]
Pep-Up Power-Up	25	Secret Panel [?]

Character Build

Veronica is primarily a spell caster and should be built like one. That means that something like using whips is probably not a bright idea, so you should avoid them. With that being said, one of the first things you should do with Veronica is go down the Vim tree. **Channel Anger** is your first stop, which requires four of the surrounding panels, so it's probably better to go on the right side, as Spooky Aura isn't really a viable skill. After getting Channel Anger, you can get the other resistance passive down there, then move on to the Heavy Wand tree.

Antimagic is okay here, but not really something you should be shooting for, as it's probably better to just concentrate on the passives in this tree. This should tide you over until you finally unlock the full skill trees, which should make you return to the Vim one. There, you can start shooting for the Max MP +30 node, which gives you a free 10 SP. Refund the tree after that, then do it like above and start going to the right this time. Your target is **Enchanting Echo**, which does require you to get the two panels just under Antimagic. You can then go around and collecting the other spells in the Vim tree, then go after the rest of the passives in the Heavy Wand one.

Serena

Serena will join your party at the same time as her sister, Veronica. She could be considered your main healer, although that kind of loses some effect depending on whether you use Sylvando or Rab. Despite that, though, Serena does have some tremendous support for your party in other areas. She has two weapons she can use in the game, one-handed wands and spears. While spears do have some use for a short amount of time, Serena should be sticking with wands. The only reason to go with spears is because of hunting Metal Slimes and nothing more, since you're not going to get much else out of that tree.

Serena in Dragon Quest XI

It should be mentioned that during the middle portion of the game, Serena's skill trees and spell list will be expanded greatly. This expansion is only temporary and will shrink some once you reach the final portion of the game. Due to this expansion in the middle portion, though, you will likely need to change the focus on your Serena build.

Categories	Total Skills	Total SP Needed
Wands	15	195
Harpistry	15	203
Spears	15	201

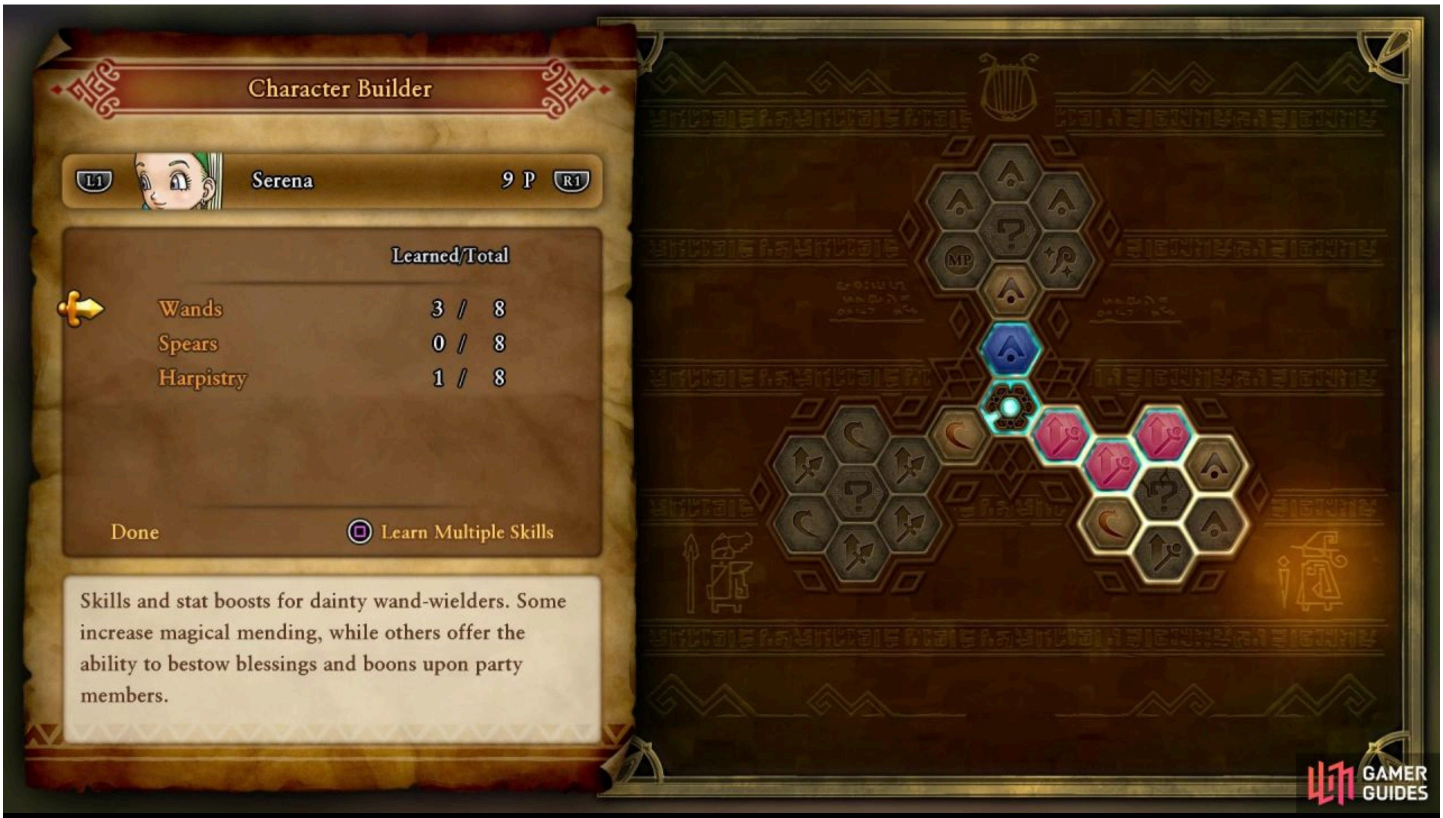
Spells

Serena can be considered the healer of your group, but she is also a good buffer. She learns a variety of healing spells, but they are all single-target until level 35, which is when Serena learns **Multiheal**. This will put her a little behind both Rab and Sylvando, especially if you head straight for Hustle Dance. Despite this, though, she will probably be your main healer for a while, since it takes a while to get to Hustle Dance and the fact you get Serena earlier than the others. She also gets a bunch of support spells, like **Squelch** to get rid of poison, **Buff**/**Kabuff** to increase defense, and much more. Do not neglect the support spells with Serena, as they have a variety of uses.

Her offensive spells leave a little to be desired, since her Magical Might won't be much, due to her healing abilities requiring Magical Mending. Also, her Whoosh line of spells only target a single group of enemies, so you're better off leaving the damage to others. The **Whack** line of spells can prove useful, though, provided the enemy is susceptible to them. These might help against the more bigger enemies, although Serena tends to be on the slower side, so she's almost always going last.

Name	Effect	MP	Acquisition
Heal	Restores small HP to single ally	3	Default
Dazzle	May blind group of enemies	3	Default
Squelch	Cures single ally of Poison	2	Default
Buff	Increases defense of one ally	3	Default
Accelerate	Boosts Agility of a single ally	2	Level 13
Whoosh	Deals light Wind damage to group of enemies	5	Level 14
Fizzle	May prevent group of enemies from casting spells	3	Level 15
Midheal	Restores medium HP to single ally	6	Level 16
Acceleratle	Boosts Agility of all allies	4	Level 17
Zing	Revives fallen ally with some HP; Doesn't always work	12	Level 18
Anathemetize	Lowers spell resistance of single enemy	4	Level 19
Tingle	Cures all allies of Paralysis	2	Level 20
Kabuff	Increases defense of all allies; Stacks twice	6	Level 23
Whack	May instantly kill a single enemy	5	Level 24
Moreheal	Restores large HP to single ally	12	Level 27
Swoosh	Deals medium Wind damage to group of enemies	10	Level 28
Multiheal	Restores medium-large HP to all allies	32	Level 35
Kazing	Always revives single ally with some HP	24	Level 45
Thwhack	May instantly kill all enemies	10	Level 49
Fullheal	Restores all HP to single ally	24	Level 50
Kerplunk	Kills Serena, while reviving/restoring all HP to allies	32/All	Level 60

Name	Effect	MP	Acquisition
Kathwack	May instantly kill all enemies (better than Thwhack)	20	Level 63
Omniheal	Restores all HP to all allies (does not revive)	64	Level 66
Kaswoosh	Deals heavy Wind damage to group of enemies	20	Event-based



Character Builder

Serena 9 P

	Learned/Total
Wands	3 / 8
Spears	0 / 8
Harpistry	1 / 8

Done ○ Learn Multiple Skills

Skills and stat boosts for dainty wand-wielders. Some increase magical mending, while others offer the ability to bestow blessings and boons upon party members.

Serena’s initial skill tree

Wands

Wands is one of two weapons that Serena can use in the game and is probably her preferred one. All of the wands for Serena are one-handed, so she is able to use a shield with them. It is possible to learn **Dual-Wielding** with her, meaning you can equip two wands, but the lack of a defensive option for Serena means that it might be best to just stick with a single wand. Apart from that, the rest of the passives are your typical ones you will see in pretty much every tree, with an emphasis on Magical Mending and MP.

The highlight of the Wand tree is definitely **Snap, Crackle, Poof**, which allows you to make sure a single ally doesn’t get debuffed or have an ailment on them for four turns. Of course, if they already do have one on them, then this doesn’t cure them, but there are some fights where this comes in super handy. Once her tree opens up later in the game, **Divine Intervention** allows an ally to survive a killing blow, no matter their HP, with **Alma Mater** requiring them to have more than 50% HP in order for it to count. **Grace of the Goddess** is a nice fail-safe, as it applies an auto-revive buff for Serena, just in case something goes wrong. Lastly, **Divine Restitution** gives Serena a HP regeneration buff, while also deal some big damage to a group of enemies.

Name	SP	Notes
MP Absorb When Wielding +2%	3	-
Magical Mending When Wielding +10	4	-
Devil’s Delight	8	-
Magical Mending When Wielding +30	10	-
Snap, Crackle, Poof	13	-
Alma Mater	13	-
Minor MP Recovery After Battle	6	-
Dual-Wielding	13	Secret Panel [?]
MP Absorb When Wielding +4%	14	-
Maximum MP When Wielding +30	16	-
Divine Restitution	20	Secret Panel [?]
Moderate MP Recovery After Battle	14	-
Pep-Up Power-Up	16	-
Grace of the Goddess	20	Secret Panel [?]
Divine Intervention	25	Secret Panel [?]

Harpistry

The Harpistry tree, at first glance when you get Serena, is a purely support one. You have various Hymns to get, which help protect your characters from those elements. There is nothing else, besides a few minor passives, in this tree, until it fully opens up later in the game. While the Hymns might seem very useful from the start, they do get a lot better once you learn the two **Holier Hymns** passives with the full tree. The only other ability in this tree is **Doleful Dirge**, allowing you to deal more elemental damage to an enemy, but the skill doesn’t always hit.

Name	SP	Notes
Hymn of Fire	8	-
Hymn of Ice	8	-
Max MP +10	8	-
Magical Mending +10	8	-
Hymn of Air	10	-
Hymn of Earth	10	-
Hymn of Thunder	12	-
Hymn of Light	14	Secret Panel [?]
Minor MP Recovery After Battle	14	-
Maximum MP +20	16	Grants 10SP for unlocking
Holier Hymns	20	Secret Panel [?]

Name	SP	Notes
Doleful Dirge	25	Secret Panel [?]
Magical Mending +20	14	-
Magical Mending +30	16	-
Holier Hymns	20	Secret Panel [?]

Spears

Spears are a bit of an oddball for Serena, as they can be extremely useful early on in the game, but once you obtain Jade, there is pretty much no point to them. For this reason, it's probably best to just avoid them, unless you plan on doing early Metal Slime hunting in Gallopolis and need **Thunder Thrust** for the critical hits. You'll find a lot of similar abilities here to Jade's tree, although there are others that are exclusive to Serena. **Be Like Water** and **Counter Wait** will allow Serena to evade and do a counterattack, which might be nice, but she's likely not going to be doing a lot of damage with those counters. The odd choice of a skill in this tree is **Kaswooshle**, which is a strong wind-elemental spell.

Name	SP	Notes
Cattle Prod	3	-
Attack When Wielding +10	4	-
Deliverance	7	-
Critical Hit Rate When Wielding +2%	9	-
Party Pooper	16	-
Attack When Wielding +15	13	-
Parry Chance When Wielding +4%	6	-
Thunder Thrust	18	Secret Panel [?]
Parry Chance When Wielding +5%	14	-
Attack Power When Wielding +20	16	-
Be Like Water	20	Secret Panel [?]
Critical Hit Chance When Wielding +2%	14	-
Crushed Ice	16	-
Counter Wait	20	Secret Panel [?]
Kaswooshle	25	Secret Panel [?]

Character Build

When you first get Serena in your party, you do have a bit of a choice to make, depending on whether you want her to focus solely on Wands or dabble in Spears for a bit. If you choose the latter, then your goal is to unlock **Thunder Thrust** and **Party Pooper**, the two best spear skills for Serena at the beginning. Once you get Jade, who is by far the better spear user, you can respec Serena to send her back on the Wands path. Your primary focus should be to stack her with Magical Mending for the first portion of the game, as that is needed for her healing spells.

In fact, you should send her down the Wands tree and grab **Snap, Crackle, Poof**, since it's probably the best skill from her initial selection in all three initial trees. The Harpistry tree isn't bad, as the skills there can come in handy, but they aren't super useful until that tree opens up at the end of the game. Once you get to the second portion of the game, you will have a lot open to you, as well as the addition of possibly investing in some Magical Might.

Show SpoilerShow Spoiler

You will gain access to all of the skill trees for Veronica, which is why Magical Might will come into handy. There's really no need to invest in the Heavy Wand tree, though, since you're not going to get much use out of it. However, the Vim tree is where you will be focusing on here, with both **Channel Anger** and **Enchanting Echo** being the big winners. You will also probably want to grab **Hypnowhip**, solely to make it viable to unlock the one **Holier Hymns** panel.

In the final portion of the game, once Serena's trees open up all the way, you can go back to Magical Mending. You can grab the two Holier Hymns in the Harpistry tree, as well as all of the Hymns. You will also want to look at snatching all of the passives in the Wands tree, as well as **Divine Restitution** skill. Whenever you learn Omniheal and start using it regularly, there is really no need to worry about Magical Mending too much, since that spell will always heal your party to full.

Sylvando

Sylvando is a character that has an extremely useful side to him for a decent chunk of the game, but that usefulness will fade some as the game progresses. He has access to three different weapons, which are Knives, Swords, and Whips. He isn't particularly outstanding with any of the three, so it can actually be up to you which one he uses. With Knives and Swords, he can use a shield, making him more defensive. The upside of using Whips is that he can hit an entire group of enemies (not all enemies) in a battle, but they tend to be weaker than other weapons and he will have ways to hit all enemies.

GAMER GUIDES

Sylvando

Note

There is a hidden skill tree for Sylvando, which requires you to complete an optional sidequest in the final part of the game.

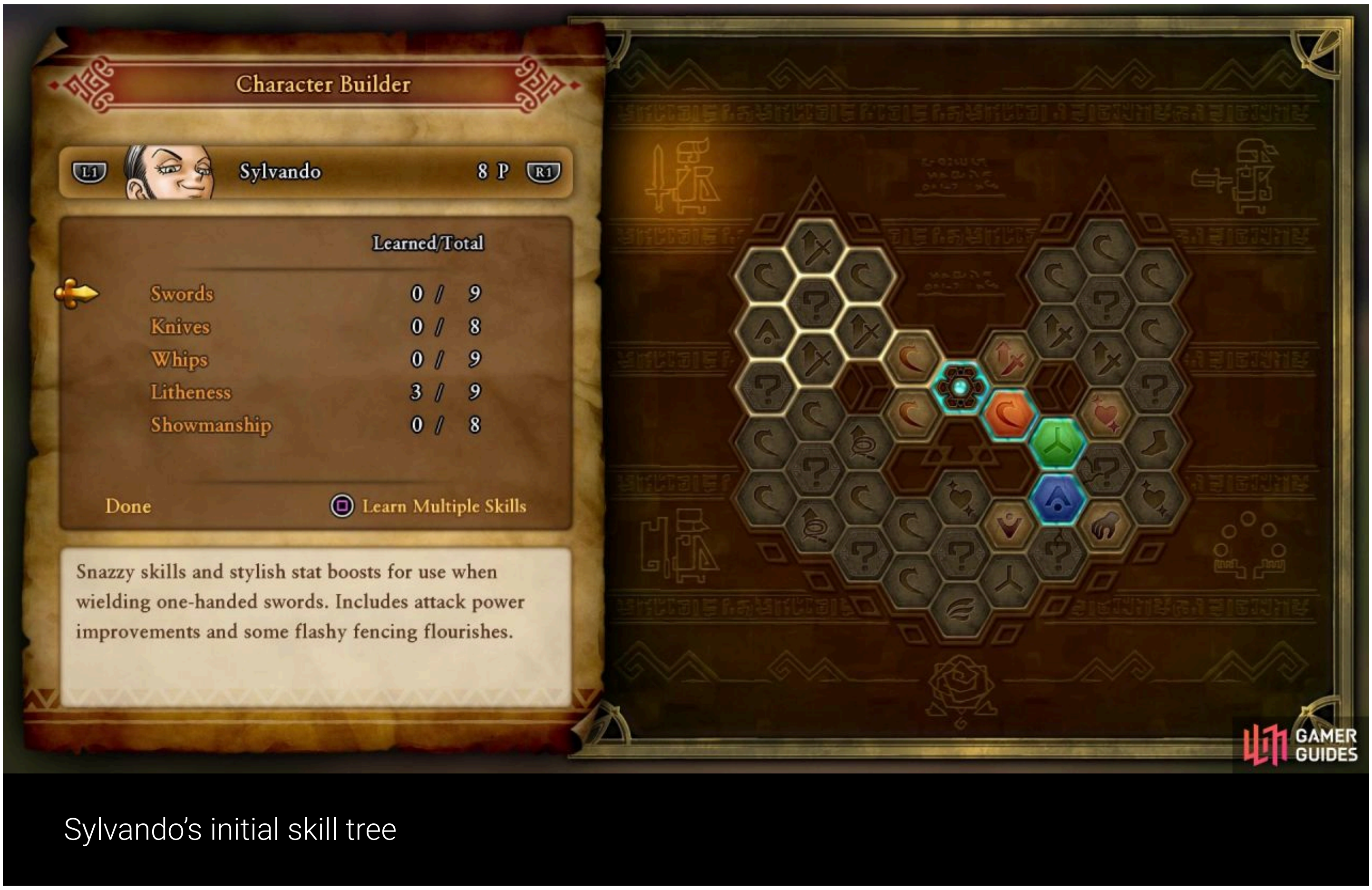
Categories	Total Skills	Total SP Needed
Swords	9	80
Knives	9	91
Whips	9	105
Litheness	9	106

Categories	Total Skills	Total SP Needed
Showmanship	8	128
Chivalry	8	114

Spells

The spells that Sylvando learns upon leveling up are not going to change the game at all. The **Re-Heal** line of spells will regenerate HP for a single character, and while they might be decent towards the beginning of the game, they will trickle off into obscurity not that far into your adventure. **Accelerate** and **Decelerate** are not as useful as you think, since the game won't allow you to skip over an enemy's turn. The two biggest takeaways from Sylvando's list of spells are **Cock-a-Doodle-Doo**, allowing you to wake up sleeping party members, and **Oomph**/**Oomphle**, which increases the attack of others. In fact, you will probably be spending a lot of time using Oomph/Oomphle more than anything else. He also learns two offensive spells, in **Whoosh** and **Swoosh**, but they aren't going to deal a lot of damage and he has better skills for doing that.

Name	Effect	MP	Acquisition
Re-Heal	Restores small HP to single ally for five turns	4	Default
Accelerate	Increases Agility for single ally	2	Default
Decelerate	Decreases Agility for single enemy	2	Default
Acceleratle	Increases Agility for all allies	4	Default
Cock-a-Doodle-Doo	Wakes up all sleeping allies	2	Default
Oomph	Increases Attack for one ally	4	Default
Deceleratle	Decreases Agility for group of enemies	4	Level 19
Whoosh	Deals light Wind damage to group of enemies	5	Level 20
Tingle	Cures Paralysis for all allies	2	Level 22
Re-Midheal	Restores medium HP to single ally for five turns	8	Level 28
Swoosh	Deals medium Wind damage to group of enemies	10	Level 29
Oomphle	Increases Attack for one ally (more than Oomph)	8	Level 39
Re-Moreheal	Restores large HP to single ally for five turns	16	Level 43



	Learned/Total
Swords	0 / 9
Knives	0 / 8
Whips	0 / 9
Litheness	3 / 9
Showmanship	0 / 8

Snazzy skills and stylish stat boosts for use when wielding one-handed swords. Includes attack power improvements and some flashy fencing flourishes.

Sylvando's initial skill tree

Swords

Looking at the list of skills and passives, you can see that Swords isn't going to be much of use to Sylvando. However, despite this, it is a viable choice, simply for the fact that it's highly likely none of your other sword users are going to be using them. Of course, choosing a weapon should be more about its skills and what it brings to the table, so it's entirely up to you what you want to do. All of the skills that Sylvando can use via the sword tree are available to all of the other characters, so he doesn't get anything exclusive.

Name	SP	Notes
Flame Slash	3	-
Attack Power When Wielding +3	4	-
Critical Hit When Wielding +2%	6	-
Sword Stance	7	-
Metal Slash	12	-
Attack Power When Wielding +6	10	-
Dragon Slash	10	-
Miracle Slash	16	Secret Panel [?]
Pep Chance +5%	12	Secret Panel [?]

Knives

If you plan on using Erik, who should be using Knives, then this is a great weapon choice for Sylvando, since it synergizes with Erik. The reason for that is because a large amount of damage that Erik can do requires some setting up and Sylvando can help with that. For example, you can inflict poison with Cobra Strike, letting Erik do Victimiser right after, instead of having to waste a turn having to inflict poison himself. Once you unlock Naster Knives, then the chance to inflict those ailments becomes greater. The only difference between Sylvando's tree and Erik's is **Sudden Death**, which also has a chance to deal instant death, but it does some good damage outside of that. Also, Sylvando cannot learn Sudden Death until much later in the game.

Name	SP	Notes
Attack Power When Wielding +5	3	-
Critical Hit Chance When Wielding +2%	4	-
Attack Power When Wielding +10	9	-
Cobra Strike	13	-
Victimiser	16	-
Sleeper Hit	7	-
Persecutter	13	-
Nastier Knives	18	Secret Panel [?]
Sudden Death	20	Secret Panel [?]

Whips

Whips can be a decent choice for Sylvando, as they offer him the ability to hit more than one foe at a time, although you are limited to a group and not all enemies. That being said, he does make a better whip user than Veronica, despite learning pretty much all of the same skills as her. Most of the skills have something extra to them, with them mostly having a chance to inflict some kind of ailment, even if the chance is a bit on the low side. The one locked panel in the center grants access to **Wyrm Whip**, which does almost twice as much damage as a normal attack, but only to one enemy. Also, this skill can dispel enemy buffs, including a pepped up state, which can be nice in some boss fights. The only skill exclusive to Sylvando is **Lash Batter**, dealing more damage than usual to the group of enemies, while also having a chance to Beguile them.

Name	SP	Notes
Hypnowhip	3	-
Attack Power When Wielding +5	4	-
Starstrike	6	-
Trammel Lash	13	-
Hit the Hay	18	-
Attack Power When Wielding +10	9	-
Lashings of Love	10	-
Wyrm Whip	25	Secret Panel [?]
Lash Batter	20	Secret Panel [?]

Litheness

This is where you start getting into some of the better stuff for Sylvando, although it's definitely not the best. The best ability, especially when you first get him, is **Sobering Slap**, which allows you to remove sleep, confusion, beguilement, and paralysis from a single ally. Since it is one of the only skills that can actually cure Beguilement, it is extremely useful and you should always have it. The only other skill that is particularly good, despite requiring obtaining dipping into the Knives tree, is **Have A Ball**. This hits six times to random enemies, with each hit dealing around 50% of normal damage. Use this against a boss and you are going to be doing some nice damage.

Name	SP	Notes
Hot Lick	4	-
Sobering Slap	8	-
Tap Dance	10	-
Deftness +20	12	-
Charm +30	16	-

Name	SP	Notes
Agility +20	14	-
Charm +10	10	-
Pied Piper	18	Secret Panel [?]
Have A Ball	20	Secret Panel [?]

Showmanship

This is definitely Sylvando's best tree in the game, as you will find some great skills here. In fact, you should make a beeline towards **Hustle Dance** as soon as you get him in your party. This is a party-wide heal that is affected by Charm, so if you want to make it last a lot longer, then increase Sylvando's Charm (not hard to do). Getting this skill as early as possible with make some of the more difficult boss fights in the first/middle portion of the game a little easier. Outside of Hustle Dance, you also have **That's Amore**, a great single-target skill that is also affected by Charm.

On of the two locked skills in this tree are **Pink Pirouette**, a skill that damages all enemies, although it is wind elemental, so some enemies might resist it. The other locked skill is called **Gold Rush**, which is another attack that is a bit different than others. It costs no MP, but instead uses your gold in order to use it. Each casting of Gold Rush costs 1,000 gold to use, but the attack does hit all enemies and does deal around 300 damage to them. Note that you will have to go through either some of the Litheness tree or Whips tree in order to get to Showmanship.

Name	SP	Notes
Fuddle Dance	12	-
Charm +40	18	Grants 10SP for unlocking
Kiss Me Deadly	10	-
That's Amore	14	-
Dual Wielding	20	-
Hustle Dance	14	-
Pink Pirouette	20	Secret Panel [?]
Gold Rush	20	Secret Panel [?]

Chivalry

The Chivalry skill tree is unlocked upon completing an optional sidequest in the last portion of the game, with it starting from Don Rodrigo in Puerto Valor. The biggest thing in this tree is a skill called **Ladies First**, which allows Sylvando to pass his turn to one of the females in the active party. Note that while you can cast it on male party members, it does nothing when you do such a thing. The other standout skill in this tree is **Finger of Justice**, which is Sylvando's strongest skill by far. **Whipping Boy** might sound like a great skill, but there is no guarantee that the enemies will be targeting Sylvando. Do note that it’s best to get the other Whipping passives to go with Whipping Boy.

Name	SP	Notes
Grand Stand	10	-
Ladies First	14	-
Whipping Ploy	18	-
Whipping Joy	14	-
Whipping Boy	10	-
Resilience +20	12	-
Finger of Justice	20	Secret Panel [?]
Pep-Up Power-Up	20	Secret Panel [?]

Character Build

When you first get Sylvando in your party, you will want to make a beeline right to **Hustle Dance**, as this will likely be your first party-wide heal in the game. The best way to get there is via the Litheness tree, where you will also get **Sobering Slap**. You could make a detour to get the Charm +40 node in the Showmanship tree to get the free 10SP, then respec to work towards Hustle Dance. Once you get Hustle Dance, get the other two important skills in that area, which are **Pink Pirouette** and **That’s Amore**. The weapon you’re planning to use on Sylvando determines the tree you will heading down there.

Knives might be the best option, once you do the above, since it does connect with **Have A Ball** and the Chivalry tree when you unlock that. If you do go Knives, then it complements Erik, since you can set up some things to make it easier for Erik to do a lot of damage. If you go whips, then you know which skills to get, as you can read them above. While Sylvando may be extremely versatile/useful in the beginning portions of the game, he starts to lose his effectiveness later on. Once you unlock the Chivalry tree, his usefulness pretty much resorts to either giving the female characters extra turns or using buffs.

Jade

Jade is a fantastic character that is powerful, physically, and once she joins your party, she should almost always be in it. She has two weapon types available to her, which are spears and claws. The better option is definitely spears, since there is so much available to her in that tree. That's not to say that claws aren't bad, it's just that spears are so much better. It should also be mentioned here that Jade doesn't learn any spells as she levels, so there is nothing to list there. There is one ability for Jade that learns as a story event, which becomes one of her better abilities in the game.

GAMER GUIDES

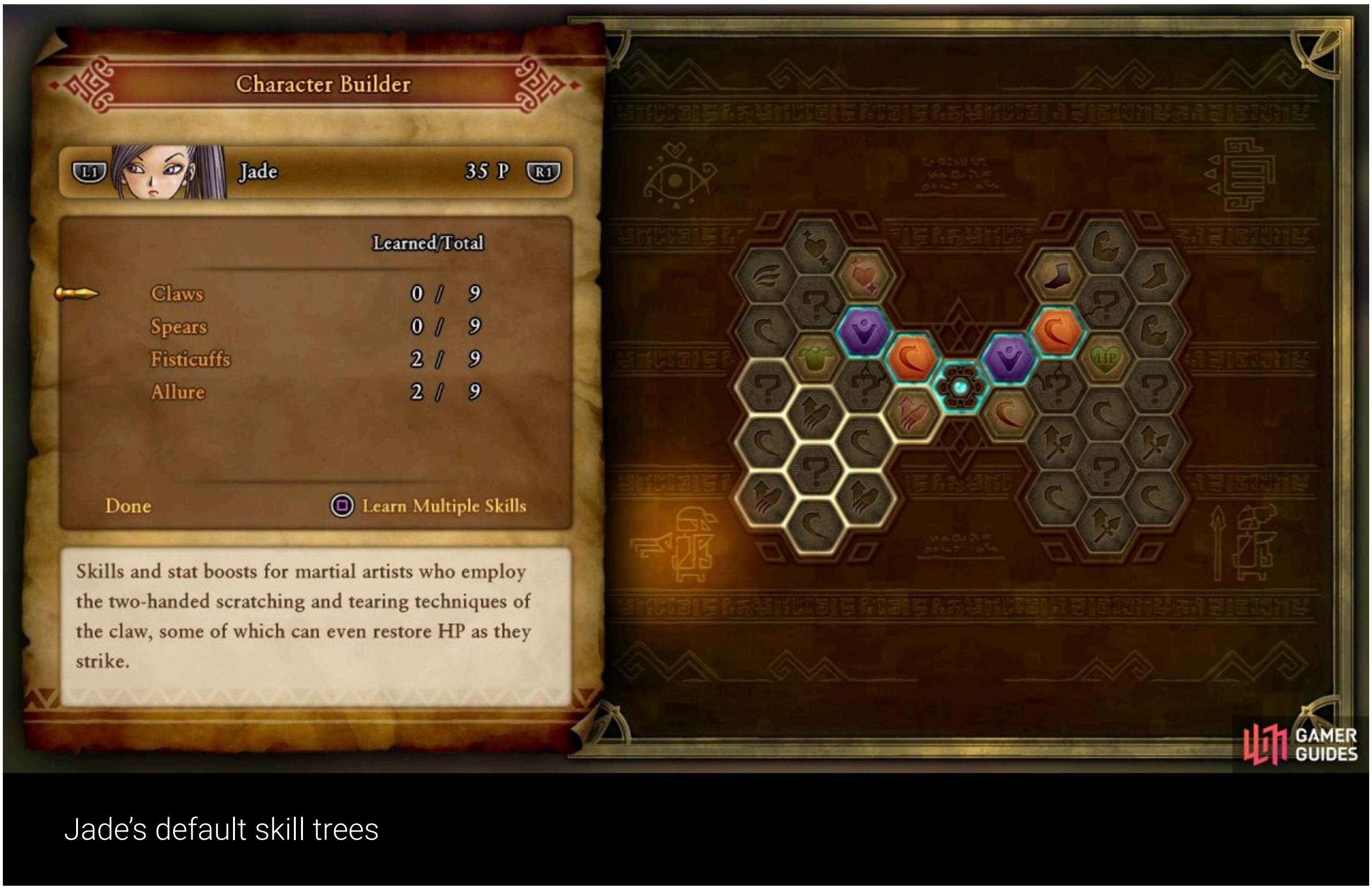
Jade in Dragon Quest XI

Categories	Total Skills	Total SP Needed
Spears	13	169
Claws	12	147
Fisticuffs	12	132
Allure	13	167

Spears

Without a doubt, you will likely be keeping Jade on spears from the moment you get her and throughout the entirety of the game. They are definitely her best weapon, as she gains access to two crit-inducing moves, **Thunder Thrust** and **Lightning Thrust**. Both of these will become invaluable when grinding Metal Slimes during the course of the game. **Party Pooper** is another great ability, as it gives Jade a group-attacking skill, which is something she won't have until later in the game. By far, her greatest skill is **Multithrust**, dealing four hits that will come to three times the damage of a normal attack. When used against a group of enemies, it will connect randomly, but it is deadly against a single target.

Name	SP	Notes
Cattle Prod	3	-
Attack Power When Wielding +5	4	-
Deliverance	7	-
Critical Hit Chance When Wielding +4%	9	-
Party Pooper	16	-
Attack Power When Wielding +10	13	-
Thunder Thrust	6	-
Multithrust	18	Secret Panel [?]
Lightning Thrust	16	Secret Panel [?]
Attack Power When Wielding +30	14	-
Crushed Ice	18	-
Lightning Storm	20	Secret Panel [?]
Flashback	25	Secret Panel [?]



Jade 35 P

	Learned/Total
Claws	0 / 9
Spears	0 / 9
Fisticuffs	2 / 9
Allure	2 / 9

Skills and stat boosts for martial artists who employ the two-handed scratching and tearing techniques of the claw, some of which can even restore HP as they strike.

Jade's default skill trees

Claws

While Claws are inherently bad, they are outshined by Spears, so this is probably something you don't want to choose as her weapon. One of the biggest problems with Claws is that they don't have a high attack, but they are definitely nice if you want to boost your critical hit rate. Both Jade and Rab share the same Claw abilities, with the exception of one, which happens to be one of the better ones. **Hawkeye Claw** is nice, since it cannot miss at all, but the best Claw skill is definitely **Hard Claw**. This one hits three times to a single target, with some diminishing returns, but you will be doing around 3.6 times a normal attack. Also, Jade absorbs HP when using Claws, unlike Rab absorbing MP, so she will be able to fender for herself in battles somewhat.

Name	SP	Notes
Attack Power When Wielding +5	3	-
Propeller Blade	4	-
HP Absorption When Wielding +10%	6	-
Hawkeye Claw	16	-
Attack Power When Wielding +15	16	-
Can Opener	9	-
Critical Hit Chance When Wielding +6%	7	-
Crone's Claw	16	Secret Panel [?]
Hard Claw	18	Secret Panel [?]
Attack Power When Wielding +35	14	-
HP Absorption When Wielding +20%	18	-
Air Raiser	20	Secret Panel [?]

Fisticuffs

At the point when you first get Jade, this skill tree isn't all too alluring. The only potentially good skill is **Vacuum Smash**, which hits all enemies in a group for slightly more than a normal attack (it's also wind elemental). **Harvest Moon** isn't bad, as it does do more than normal damage to enemies, but the super high damage is only done to flying enemies. Once this tree expands, though, you will get one of Jade's best attacks, **Multifeet**. This is seven hits across a group of enemies (seven hits on a single enemy), for slightly more damage than Multithrust. What makes it better than the other attack, is that it doesn't have a lowered critical hit chance and costs 2 MP less than it.

Name	SP	Notes
Leg Sweep	5	-
Harvest Moon	6	-
Max HP +10	7	-

Name	SP	Notes
Strength +10	9	-
Agility +30	10	-
Strength +5	8	-
Agility +5	7	-
Vacuum Smash	16	Secret Panel [?]
Pep Chance +5%	12	Secret Panel [?]
Max HP +30	14	Grants 10SP upon unlocking
Miracle Moon	18	-
Multifeet	20	Secret Panel [?]

Allure

The Allure tree is similar to the Fisticuffs one, where it's not that good at the start, but opens up to have some key skills. It should be noted that all of the abilities in this tree rely on Jade's Charm in order to deal more damage, so find some equipment to help boost that stat if you're planning on using these. **Pink Typhoon** and **Pink Tornado** are the two highlights, with the latter being a stronger version of the former. They both hit all enemies on the field, and Pink Tornado only costs 2 MP more to deal more damage. So, once you learn Pink Tornado, there is no reason to ever use Pink Typhoon. The only problem with these is that they are wind elemental, so there are going to be some enemies that resist, which is where **Femme Fatale** comes in, as it hits all enemies without having an element attached.

Name	SP	Notes
Hip Drop	6	-
Puff-Puff	8	-
Resilience +10	8	-
Blow Kiss	10	-
Pep-Up Power-Up	12	-
Charm +20	10	-
Charm +15	10	-
Sexy Beam	14	Secret Panel [?]
Pep Chance +5%	12	Secret Panel [?]
Charm +40	14	-
Pink Typhoon	18	-
Femme Fatale	20	Secret Panel [?]
Pink Tornado	25	Secret Panel [?]

Character Build

Jade is a physical powerhouse and she should almost always be on your team. When you first get her, your first priority should be to focus on Strength and setting her on her Spears tree. **Multithrust** is your ideal ability and will likely be used a lot, with **Party Pooper** her only multi-target attack, until her other trees open up. Once that happens, you can start going into her Fisticuffs tree and heading for **Multifeet**, which is going to do more damage over Multithrust. Continue focusing on Strength for now, but once you have Multifeet, you can begin inching your way up the Allure tree.

The goal of the Allure tree is to get three skills, **Femme Fatale**, **Pink Typhoon** and **Pink Tornado**. If there was a way to skip past Typhoon and go straight for Tornado, it would be described, but Tornado is a locked skill, so you will need the other. It is at this point you will want to start looking at ways to increase Jade's Charm, too, since all of those Allure abilities function with Charm. That's about all it for the abilities, but there's one other thing that should be mentioned, as there is a special piece of equipment for Jade that only she can wear, the Belle's Bow. This is a reward for completing **Quest 18** and at +3, Jade will recover 6 MP per round. If you use the "duplication method" described in the red box on **Arboria**, then it's possible to get two Belle's Bows and have her regen 12 MP per round, making it a lot easier to spam her skills.

Rab

Rab is a versatile character, as he has many thing going for him, but he fails to excel at any one of those things. He is basically a jack of all trades, and master of none. He has two types of weapons available to him, which are Claws and Heavy Wands. These are pretty much the exact opposite of one another, as one is physical in nature and the other is magical. He is the only cast that can use the Zam line of spells, and his high MP pool means he will be able to use a lot of spells. His versatility makes him great for boss fights, though, since he is able to buff your party, debuff enemies, heal and even deal some damage.

GAMER GUIDES

Rab in Dragon Quest XI

Categories	Total Skills	Total SP Needed
Heavy Wands	18	167
Claws	19	211
Enlightenment	22	348

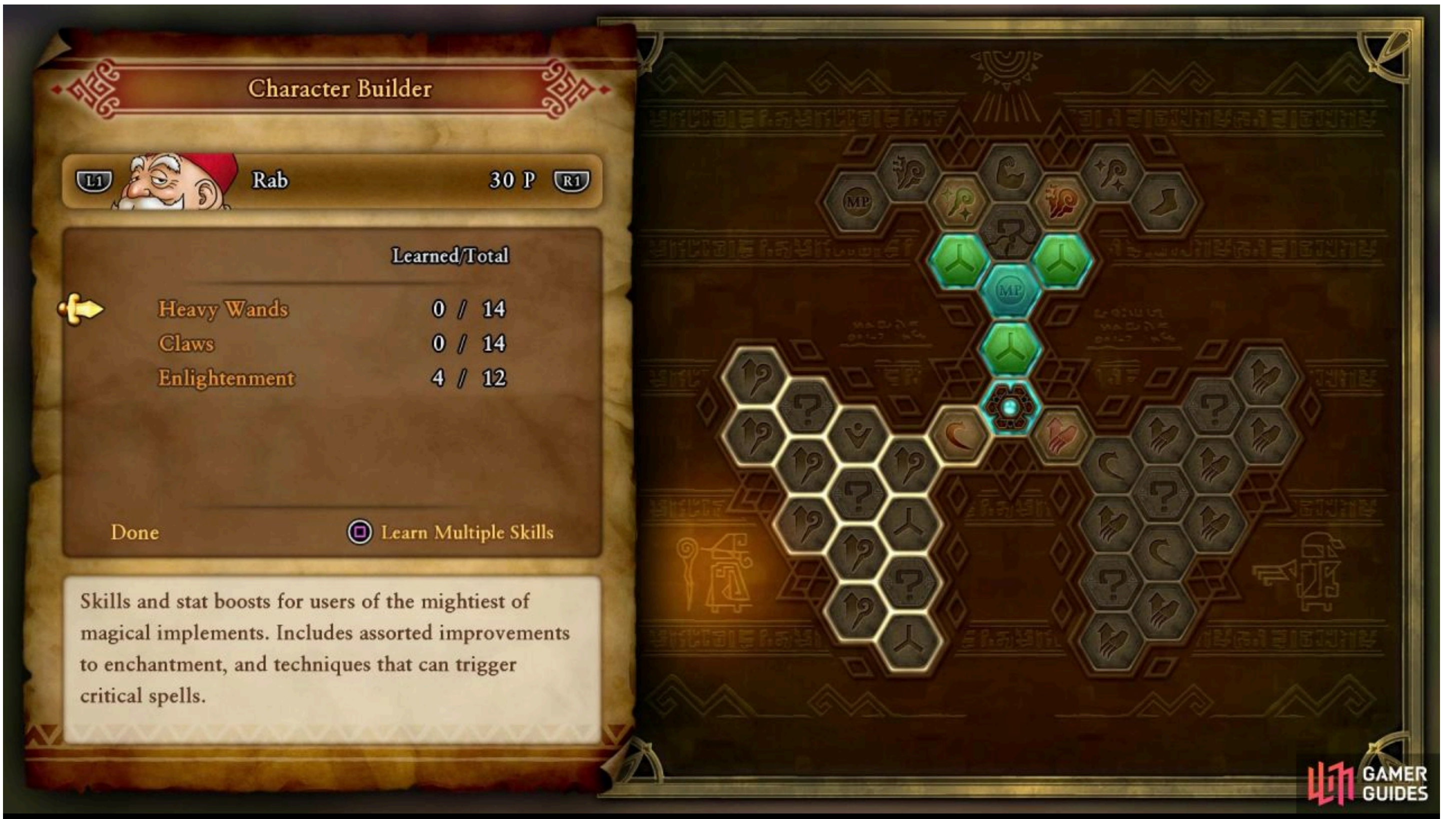
Spells

Rab has a lot of spells at his disposal, from buffs, debuffs, damage dealers and even healing ones. A lot of his spells aren't unique to him, so you are able to find them on other characters. For example, **Multiheal** is also on Serena, but Rab learns it five levels before she does. The Zam-line spells are unique to Rab and while they seem a little mediocre, they do seem to have a higher chance to critical than other spells. Combine those with something like Ring of Ruin, which Rab can actually learn, and those spells will be putting a hurting on enemies. **Defuddle** is another spell that is unique to Rab and can come in handy in emergencies, especially since confusion can be quite annoying to deal with in tense battles.

Insulate/Insulatle will come in handy much later on in the game, since breath attacks will become a lot more common. Of course, there are items that can be used that do the same thing, which can limit the usefulness of the spell itself. One thing that Rab is good for is healing outside of battles, since you might not be using him much during battles. Also, **Pearly Gates** is a great ability once he learns it, since it hits all enemies and does pretty good damage. The only problem with it is that it's wind-elemental, so some enemies will resist it.

Name	Effect	MP	Acquisition
Zam	Light Dark damage to single enemy	6	Default
Dazzle	May blind group of enemies	3	Default
Squelch	Cures ally of poison	2	Default
Sap	Lowers single target's defense	2	Default
Crack	Light Ice damage to single enemy	3	Default
Snooze	May put single enemy to sleep	3	Default
Defuddle	Cures all allies of confusion	2	Default
Insulate	Increases resistance to breath attacks for single ally	4	Default
Anathemetise	Lowers single enemy's spell resistance	4	Default
Kasap	Lowers defense for group of enemies	4	Default
Crackle	Medium Ice damage to group of enemies	8	Default
Dedazzle	Cures single ally of Dazzle	2	Default
Bounce	Reflects offensive spells for single ally for few turns	6	Default
Midheal	Restores medium HP to single ally	6	Default
Zing	Revives fallen ally with some HP; Doesn't always work	12	Default
Whack	May instantly defeat single enemy	5	Default
Moreheal	Restores large HP to single ally	12	Level 24
Drain Magic	Drains small amount of MP from single enemy	0	Level 28
Multiheal	Restores medium HP to all allies	32	Level 30
Kasnooze	May put group of enemies to sleep	8	Level 32
Zammle	Medium Dark damage to single enemy	9	Level 33
Blunt	Lowers single enemy's attack (can stack)	6	Level 34
Insulatle	Increases resistance to breath attacks for all allies	12	Level 40
Kacrack	Heavy Ice damage to all enemies	20	Level 44
Fullheal	Restores all HP to single ally	24	Level 47

Name	Effect	MP	Acquisition
Thwack	May instantly defeat all enemies	10	Level 49
Kazam	Heavy Dark damage to single enemy	18	Level 52
Kamikazee	Kills Rab, but either instantly defeats enemies or reduces to 1 HP	1	Level 53
Kazing	Always revives fallen ally with some HP	24	Level 55
Pearly Gates	Heavy Wind damage to all enemies (extra damage to Undead)	24	Story unlock



Character Builder

Rab 30 P

	Learned/Total
Heavy Wands	0 / 14
Claws	0 / 14
Enlightenment	4 / 12

Done

Learn Multiple Skills

Skills and stat boosts for users of the mightiest of magical implements. Includes assorted improvements to enchantment, and techniques that can trigger critical spells.

Rab’s initial skill trees

Heavy Wands

As one of the two weapons for Rab, you’re not going to get a whole lot out of the skills here. Despite that, though, it might be best to stick to Heavy Wands in the first part of the game, as Claws don’t really have much value until that tree opens up later. The one really good skill in this tree is **Zing Stick**, which is better than normal Zing since it guarantees revival, plus Rab will have access to it pretty much right away upon him joining your party. The other thing regarding this tree is that Rab gets a lot of passives, like +60 to both Magical Might and Mending, as well as +60 to his MP. Once you get access to the better Claw tree, though, then this one isn’t really all too good.

Name	SP	Notes
Beelzefreeze	3	-
MP Absorption when Wielding +2%	4	-
Antimagic	5	-

Name	SP	Notes
Max MP when Wielding +10	6	-
MP Absorption when Wielding +4%	8	-
Minor MP Recovery After Battle	6	-
Staff of Salvation	5	-
Ring of Ruin	10	Secret Panel [?]
Magical Mending when Wielding +10	8	-
Zing Stick	10	-
Magical Mending When Wielding +20	12	Secret Panel [?]
Magical Might When Wielding +10	8	-
Max MP When Wielding +10	10	-
Magical Might When Wielding +20	12	Secret Panel [?]
Max MP When Wielding +30	14	-
Magical Might When Wielding +30	16	Secret Panel [?]
Moderate MP Recovery After Battle	14	-
Magical Mending When Wielding +30	16	-

Claws

During the first part of the game, Rab's Claws tree is not that good, as the majority of his great skills with the weapon are not there yet. **Hawkeye Claw** isn't bad, though, since it will always hit full on, but it lacks any power behind it. The only really good skill in the first part is **Hardclaw**, as it hits three times and you aren't going to lose any critical hit chance over those three hits. This will remain as one of the better skills in the tree. Once the tree expands, you will want to focus on getting **Rake 'n' Break**, as it allows you to remove buffs that enemies cast on themselves; that's the sole purpose of it. The other highlight is **Wild Animaul**, which hits five times, although each hit after the first will have a lesser chance for criticals. When not focused on a high crit chance, then Wild Animaul is your go-to, otherwise, stick with Hardclaw. All of the passives should be gotten at some point, too, as they all benefit Rab.

Name	SP	Notes
Attack Power When Wielding +5	3	-
Propeller Blade	4	-
Dodge Chance When Wielding +2%	6	-
Attack Power When Wielding +10	8	-
MP Absorption When Wielding +2%	10	-
Can Opener	8	-
Critical Chance When Wielding +2%	6	-
Hawkeye Claw	12	Secret Panel [?]

Name	SP	Notes
Dodge Chance When Wielding +4%	10	-
Dodge Chance When Wielding +4%	13	-
Hardclaw	14	Secret Panel [?]
Critical Chance When Wielding +2%	10	-
Critical Chance When Wielding +2%	13	-
Air Raiser	14	Secret Panel [?]
Attack Power When Wielding +15	14	-
Wild Animaul	16	Secret Panel [?]
MP Absorption When Wielding +4%	14	-
Rake 'n' Break	16	-
Hand of God	20	Secret Panel [?]

Enlightenment

The Enlightenment tree is probably something you likely don't want to invest in much in the early goings of the game, as there isn't really much there. The only really important skill you will want to get is **Benediction**, as there isn't a lot of ways to cure Curse in Dragon Quest XI. **Caster Sugar** isn't a bad skill, as it's basically Oomph for magic spells, but it can only be used on Rab himself. It can be stacked twice, though, in case you want some extra punch to your offensive and healing spells. It isn't until the tree expands that it becomes better, so you're best to avoid it (besides Benediction), until then.

Once it does expand, you are going to have to make a choice, as some of the better abilities are quite expensive in skill points. Both **Kacrackle** and **Kazammle** are powerful spells, but you will need to spend a lot of skill points to get them, since they are locked panels and surrounded by other locked panels, not to mention one of the more expensive set of panels in the game that are permanent. The passives are also great once they open up, since Rab can get a lot of Agility, and you can get his Pep-related passives here, too. **Clear Your Mind** can remove enemy buffs, similar to the Claws' Rake 'n' Break, so you have that option if you decide to ignore Claws. **Infinite Wisdom** is pretty much like Oomphle, but for magic, although it's still only usable on Rab himself and not anyone else.

Name	SP	Notes
Benediction	4	-
Max MP +10	6	-
M-Pathy	6	-
Magical Mending +5	10	-
Strength +5	10	-
Magical Might +5	10	-
Right as Rain	6	-

Name	SP	Notes
Caster Sugar	12	Secret Panel [?]
Magical Might +10	13	-
Max MP +30	16	-
Magical Mending +10	13	-
Agility +20	16	-
Max MP +30	16	-
Max MP +30	20	-
Pep-Up Power-Up	16	Secret Panel [?]
Clear Your Mind	25	Secret Panel [?]
Kacrackle	36	Secret Panel [?]
Agility +20	16	-
Agility +20	20	-
Pep Chance +5%	16	Secret Panel [?]
Infinite Wisdom	25	Secret Panel [?]
Kazammle	36	Secret Panel [?]

Character Build

As mentioned a few times, Rab is kind of like a jack-of-all-trades and master of none, since he doesn't really excel at any one thing, unlike the other characters in the game. When you first get him, it's best to ignore both Enlightenment and Claws, since you aren't going to get much of anything from them, other than **Benediction**. That means the focus should be on Heavy Wands at first, until you progress enough in the main story to fully unlock the rest of his skill trees. Once you do, then you have a choice to make, as you can either go with Claws or go with Enlightenment. The latter will take a lot of skill points to fully develop, especially to the point you can grab both **Kacrackle** and **Kazammle**.

With Claws, while you may think you are going for a more physical build for Rab, you will probably want to focus more on critical hit chance. The three skills you want with Claws are **Rake 'n' Break**, **Hardclaw**, and **Wild Animaul**, plus you will also want the passives from this skill tree. The first skill allows you to remove buffs from enemies, which is always a plus in some of the harder battles, especially if you're using Draconian settings. The other two abilities both hit multiple times, allowing for more chances to critically hit, although Wild Animaul has a lesser chance on hits past the first. When you level up high enough, you either have a choice between staying on Claws, or going back to Heavy Wands and focusing on Enlightenment.

Eight

The eighth character to join your party, which is the final one, is a massive spoiler, so rather than unveil his identity, he shall just be called Eight. With that out of the way, you will find that Eight is a pretty versatile character, although he can be a pretty good tank. Eight has six different skill trees, although one is locked behind a side story in the final part of the game. He also has the choice of three different weapons, which are Swords, Greatswords, and Axes. Swords are the least useful of the three and Axes are great, because all of the abilities in that tree are useful. Towards the end of the game, you will have to make a choice between Axe/Shield and Greatswords.

A mysterious character will join your party

Categories	Total Skills	Total SP Needed
Axes	8	91
Swords	9	84
Greatswords	8	87
Shields	9	105
Heroism	9	151
Fraternity	9	151

Spells

Eight doesn’t have many spells, but the ones he has are good and pretty much on the support side. His healing spells are good in a pinch, although he only has single-target ones and only learns up to Moreheal. Outside of that, he has both Buff and Kabuff, meaning he can help in certain situations to increase everyone's defenses. **Magic Barrier** will help raise the spell resistance of all allies in battle. The last spell on his list is **Kerplunk**, which is more of a last resort than anything, since it kills him while reviving the rest of the party. As you can see, pretty much all of Eight's spells are support related, which makes him a nice backup in some circumstances.

Name	Effect	MP	Acquisition
Buff	Increases defense for single ally	3	Default
Midheal	Restores medium HP to single ally	6	Default
Kabuff	Increases defense for all allies	6	Default
Magic Barrier	Raises spell resistance for all allies	4	Default
Moreheal	Restores large HP to single ally	12	Level 37
Kerplunk	Kills Eight, uses all MP, reviving/restoring all allies to full health	Minimum of 32	Level 65

Axes

Axes are the better one-handed weapon for Eight, as the skills are useful for all battles and he can still use a shield. **Helm Splitter**/**Scrap Mettle** will allow him to not only deal damage, but potentially decrease the enemy's defense, too. The latter of the two abilities will decrease the defense more than the former. **Hatchet Man** is basically the same as the spear's Thunder Thrust, as it has a chance (around 50% or so) to deal a critical hit. If it doesn't connect, then the skill does no damage at all. You should only be using this on Metal Slime enemies, but it's good to have against potentially highly defensive ones, as well.

Parallax is the highlight of the axe tree, as it is a single target skill that is kind of similar to Unbridled Blade from the greatsword tree. However, there is a small chance it can also inflict paralysis, and it does have a slightly higher damage modifier. **Axes of Evil** is one of two reliable ways for Eight to attack enemies in a group (he doesn't really have anything for all enemies) and while it is definitely powerful, his low MP pool and the move's high MP cost makes it a problem in the longer run.

Name	SP	Notes
Attack Power When Wielding +5	4	-
Helm Splitter	6	-
Attack Power When Wielding +10	7	-
Hatchet Man	16	-
Scrap Mettle	16	-
Attack Power When Wielding +20	13	-
Parallax	9	-
Axes of Evil	20	Secret Panel [?]

Greatswords

The greatsword tree is one that you probably don't want to send Eight down right away, as axe/shield is a much better option. However, once you gain access to the better greatswords in the final part of the game, then it is something to think over, since it gives him more damage overall. You will see the majority of the same skills here, as with the Hero, since they are the same. **Cutting Edge** and **Unbridled Blade** are the two single-target damage dealers, while **Helichopter** is for use when facing enemy groups. The only problem with greatswords, though, is that Eight doesn't get much in the way of passives with the tree.

Name	SP	Notes
Greatsword Guard	3	-
Attack Power When Wielding +5	4	-
Parry Chance When Wielding +4%	6	-
Helichopter	7	-
Frost Fangs	16	-
Attack Power When Wielding +20	16	-
Cutting Edge	10	-
Unbridled Blade	25	Secret Panel [?]

Swords

The sword trees have been largely underwhelming and Eight's tree is no different. There is really no point in even glancing at it, as all of the moves are the same and he doesn't learn anything exclusive to him. The abilities are pretty much situational, since they either require a specific type of enemy or they are elemental. Eight does learn **Dual-Wielding**, which isn't all too good on him, considering he is better with a one-handed weapon and shield, or using a greatsword.

Name	SP	Notes
Flame Slash	3	-
Attack Power When Wielding +3	4	-
Dragon Slash	10	-
Attack Power When Wielding +6	10	-
Metal Slash	12	-
Sword Stance	7	-
Critical Chance When Wielding +2%	6	-
Miracle Slash	16	Secret Panel [?]
Dual-Wielding	16	Secret Panel [?]

Shields

The Shields tree by itself is a bit odd, as some of the skills are great, but it requires an ability that you won't get until later, from another tree. **Immense Defence** is a great skill, since it stacks with other shield-blocking boosts, and makes him shine as a tank. **Desperate Measures** only blocks critical attacks, both physical and magical, which is a bit situational, as while they appear they don't happen all too often to make the skill worth it. **Holy Impregnable** is probably the other good skill in this tree, since it gives Eight near-perfect immunity to pretty much every ailment. Equip Eight with a Catholicon Ring +3, then trigger this skill and he should be immune to most of the ailments.

Name	SP	Notes
Immense Defence	6	-
Block Chance When Wielding +2%	6	-
Blockenspiel	8	-
Block Chance When Wielding +4%	12	-
Defence When Wielding +30	16	-
Holy Impregnable	14	-
Defence When Wielding +10	7	-
Desperate Measures	20	Secret Panel [?]
Back Atcha	16	Secret Panel [?]

Heroism

The Heroism tree is one of two non-equipment related trees for Eight. It has some great abilities for him, like **Blind Man's Buff**, which is normally not that good when you first have access to it. This move only does the full damage whenever Eight is afflicted with Dazzle, but once you do **Quest 48**, then the skill will be upgraded where it will do full damage no matter if he has the ailment on him. **Double Up** is basically Oomphle, as it increases his attack by the same amount, but his defense is lowered at the same time. However, due to Eight having typically high defense, this can be used without much of a problem.

Gyrfalcon Slash makes it so that Eight will do four normal attacks on a single enemy, with no damage degradation at all. The only probably is that it requires a sword, but this is clearly a superb skill in terms of damage. **A Cut Above** is another great skill, not only because it can be used with any weapon, but because it hits five times. The critical chance is lower than normal, as is the damage modifier, but the hits will all connect.

Name	SP	Notes
Strength +20	14	-
Resilience +20	12	-

Name	SP	Notes
Blind Man's Biff	12	-
Double Up	16	-
Double-Edged Slash	20	-
Falcon Slash	16	-
A Cut Above	25	Secret Panel [?]
Gyrfalcon Slash	20	Secret Panel [?]
Pep-Up Power-Up	16	Secret Panel [?]

Fraternity

You will unlock the Fraternity tree upon finishing a side story during the final part of the game, which is the same one involved in unlocking Sylvando's Chivalry tree. If you plan on using shields at all, then you will immediately make a beeling to **Forbearance**. This skill makes almost all (there are a few that don't) attacks go straight to Eight, including those that hit the entire party. Make sure you get **Steadfast Forbearance**, as well, to lessen the damage done to him. In this tree, you also have **Kazing**, which is always nice to have, in case of emergencies. **Defending Champion** seems nice, until you realize it only lasts a single turn and cannot be combined with Forbearance (also only lasts a single turn).

Note that in the original version of the game, H-Pathy will give you the free 10SP bonus for purchasing it. However, in the Definitive Edition, that bonus panel is instead moved to the Magical Mending +20 panel to the right of it.

Name	SP	Notes
Resilience +20	12	-
Defending Champion	16	-
Pep Chance +10%	16	Secret Panel [?]
Kazing	20	-
Forbearance	16	-
Magical Mending +20	12	Grants 10SP for unlocking it (Definitive Edition only)
H-Pathy	14	Grants 10SP for unlocking it (original version only)
Steadfast Forbearance	25	Secret Panel [?]
Hurt Converter	20	Secret Panel [?]

Character Build

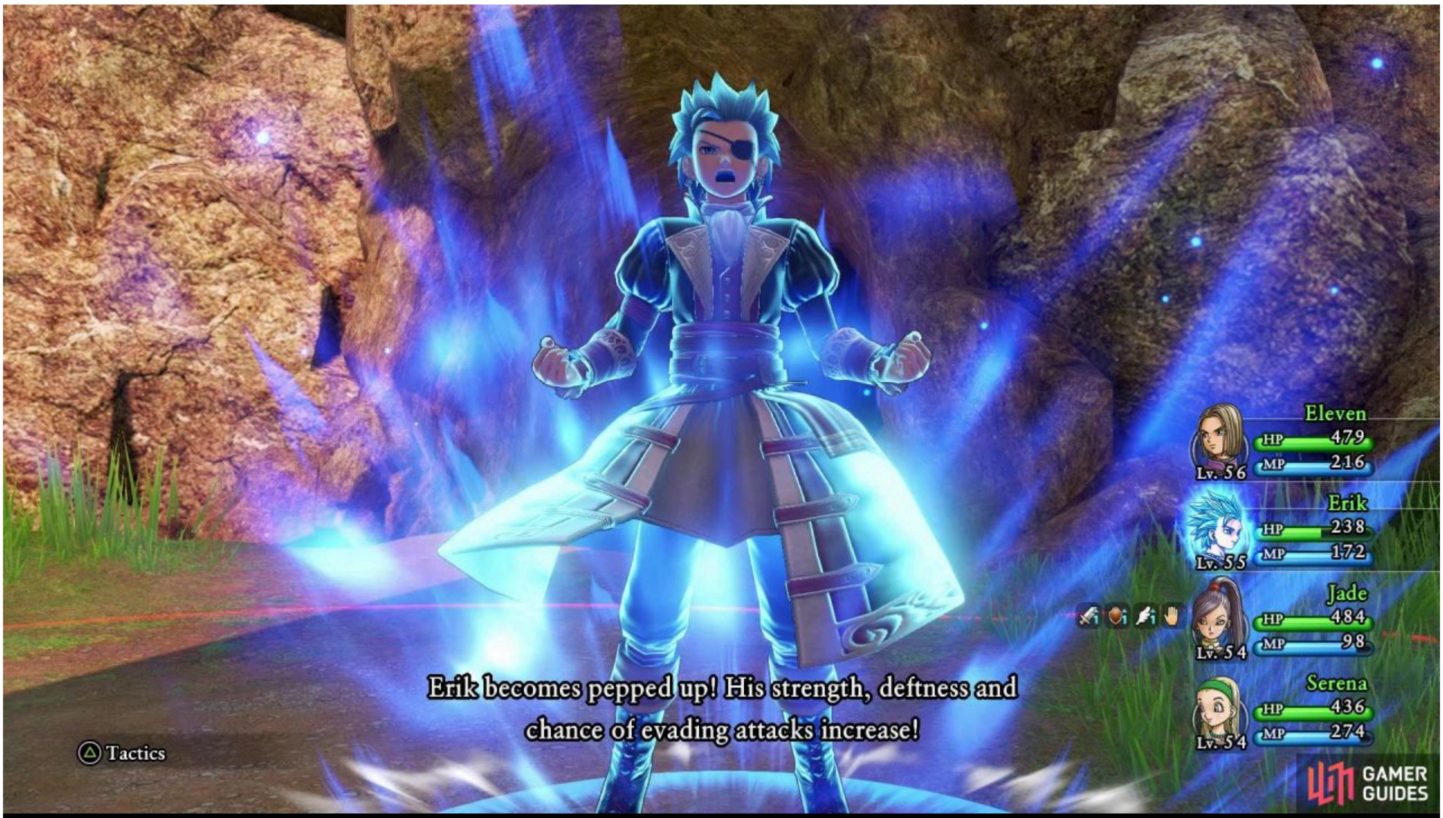
When you first gain Eight as a party member, you will want to focus on the Axe skill tree, as that is where his usefulness will lay. This also allows him to use shields, meaning he can function as both a tank and a damage dealer. Of course, he has a low MP pool, so he can't go spamming some of his skills in combat, so they should be used a little bit sparingly. In fact, all of the skills in the Axe tree are good, since they all have a function. **Parallax** is equivalent to the Greatsword's Unbridled Blade, although it has a higher damage modifier. Despite the high MP cost, **Axes of Evil** is one of a few skills that can hit more than one enemy. **Helm Splitter/Scrap Mettle** are nice to deal some damage and potentially decrease an enemy's defense in the same move.

It should be mentioned that Eight has access to the majority of his skill trees as soon as he joins, so there is a lot of potential there. Once you unlock his final skill tree in the final part, though, he can be considered as a tank. **Forbearance** is a great skill and when coupled with some others, it allows Eight to direct all incoming attacks to him, making him virtually untouchable or negating a lot of damage. When you get far enough in the final part of the game, you will have a choice to either stick with shields (axes are better than swords for Eight when using a shield), or go with greatswords. You will get more damage out of greatswords, but more utility and usefulness most likely with a shield and axe.

Basics » Characters

Pep Powers

One of the mechanics for battles in Dragon Quest XI is Pep, which can really help turn the tide of a battle. A character can enter a pep state during battles (seemingly at random, as there is no indication they will), which increases some stats and makes them stronger. The pepped up state will only last for a few turns and you will tell when it's about to disappear, as the glow around the character's portrait will start flashing. As you learn abilities on the skill trees, you will gain access to something called Pep Powers. These can range from attacks, as well as buffs, and can be triggered when only a single character is pepped up or when multiple characters are. There are some Pep Powers that are learned as part of the main story.



Erik becomes pepped up! His strength, deftness and chance of evading attacks increase!

You'll know when a character peps up, because of the animation

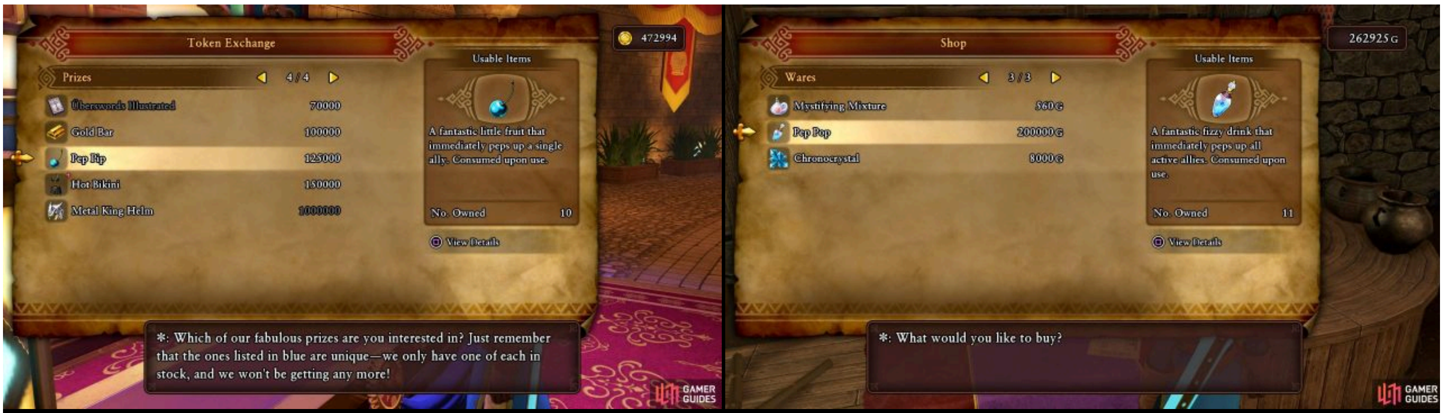
Tip

The Hero has a skill, called **Pep Up**, in his Luminary skill tree that allows him to induce the pepped up state for himself at any time.

Farming Pep Pips/Pops

There are two items in the game that allow you to induce the pepped up state for your characters, although they are generally rare until you reach the endgame. **Pep Pips** allow you to put one character in a pepped up state, while **Pep Pops** will put your entire active party in the pepped up state. You will some a few in chests or be rewarded with some from quests, but those are limited and you might be wanting some more. There are only two enemies in the game that drop Pep Pips, and only one drops the Pep Pop, although the latter has a more stable way of getting them.

For **Pep Pips**, you can trade for them at the Octagonia Casino, but they cost 125,000 Tokens for each one. Additionally, you can trade in Mini Medals for them at the Academy after you've turned in 110 Mini Medals. Once you do that, Maxime will open up a list for you to exchange Medals, with Pep Pips costing 10 Mini Medals each. As already mentioned, there's only two enemies that can drop Pep Pips, both of which are found in the Luminary's Trial - Citadel of Spite. Those are the Vicious Metal King Slime and the Gold Grabber. Note that Vicious Metal King Slimes will only appear alongside other enemies and are never on the actual map, although if you're level 70+, then you can force encounters anywhere by using the Electro Light Pep Power.



Prizes	
Übersword Illustrated	70000
Gold Bar	100000
Pep Pip	125000
Hot Bikini	150000
Metal King Helm	1000000

A fantastic little fruit that immediately peps up a single ally. Consumed upon use.

No. Owned 10

*: Which of our fabulous prizes are you interested in? Just remember that the ones listed in blue are unique—we only have one of each in stock, and we won't be getting any more!

Wares	
Mystifying Mixture	560 G
Pep Pop	200000 G
Chronocrystal	8000 G

A fantastic fizzy drink that immediately peps up all active allies. Consumed upon use.

No. Owned 11

*: What would you like to buy?

You can trade for Pep Pips at the Octagonia Casino (left), while you can purchase Pep Pops at Cobblestone (right)

If you're looking for **Pep Pops**, then there is only a single enemy that can drop them, which is also found in the Citadel of Spite. This enemy is the Fortune Filcher, but there is a problem with this one, as it is a Rarefied enemy. This means that it's a little harder to come by, due to you having to fight the Gold Grabbers until one appears alongside it in battle. However, there is a much easier way to get Pep Pops, as you can actually purchase them at some point in the final part of the game. Once you do the event with Cobblestone, head back there and go to the one shop to find that they have the item available, for a whopping 200,000G each. If you need to farm money to buy them, then head on over to the How To Farm Money page.

List of Pep Powers

There is a total of 83 different Pep Powers in the game, with your only reward to performing them all being a single Accolade. If you manage to use 25 Pep Powers (even duplicates), then you will unlock the

Peppy-Go-Lucky achievement/trophy.

Note

If a character has (P) next to them, that means they will need to be pepped up.

Pep Power	Characters	Skills Needed
Chop 'n' Churn	Hero (P), Serena	Helichopter, Woosh
Ice and a Slice	Hero (P), Veronica	Frost Fang, Crack
Sword of Succour	Hero (P), Veronica	Miracle Slash, Drain Magic
Fiery Fandango	Hero (P), Veronica	Sword Dance, Kafrizzle
Tempered Tantrum	Hero (P), Sylvando	Flame Slash, Hot Lick
Shock Tactics	Hero (P), Jade	Gigaslash, Vacuum Slash
Scorched Earth	Erik (P), Hero	Rubblerouser, Sizz
Edge of Sleep	Erik (P), Hero	Sleeper Hit, Cutting Edge
Falcon's Fury	Erik (P), Hero	Falcon Slash, Falcon Slash
Metal Medley	Erik (P), Hero	Metalicker, Metal Slash
Thunderdragon Dance	Veronica (P), Hero	Twin Dragon Lash, Zapple
Sliceberg	Veronica (P), Serena	Kacrack, Crushed Ice
Flashbang Wallop	Veronica (P), Serena	Starstrike, Hymn of Light
Angel's Breath	Veronica (P), Serena	Sage's Breath, Midheal
Exorsplosion	Serena (P), Hero	Devil's Delight, Big Banga
Metal Ballad	Serena (P), Hero	Hymn of Earth, Metal Slash
Blight of the Living Dead	Serena (P), Hero	Deliverance, Cutting Edge
Divine Deliverance	Serena (P), Veronica	Divine Intervention, Zing Stick
Frizzwhizz	Sylvando (P), Hero	Woosh, Frizz
Snooze 'n' Bruise	Sylvando (P), Hero	Persecutter, Snooze
Joltin' Juggler	Sylvando (P), Hero	Have a Ball, Zap
Knight's Pledge	Sylvando (P), Eight	Whipping Boy, Forbearance
Kiss of Death	Sylvando (P), Eight	Kiss Me Deadly, Holy Impregnable
Stun-Double	Sylvando (P), Eight	Trammel Lash, A Cut Above
Tooth and Nail	Rab (P), Hero	Wild Animaul, Falcon Slash
Gloomstorm	Rab (P), Hero	Zammle, Zapple
Disruptive Wave	Rab (P), Hero	Clear Your Mind, Unbridled Blade
Dirge of Dundrasil	Rab (P), Hero	Kasnooze, Kasnooze
Gold Kick	Rab (P), Jade	Rake 'n' Break, Air Raiser
Chillblaze	Jade (P), Hero	Crushed Ice, Flame Slash
Raging Dragons	Jade (P), Hero	Hardclaw, Dragon Slash

Pep Power	Characters	Skills Needed
Scorch ‘n’ Sweep	Jade (P), Hero	Leg Sweep, Sizz
Cold Feet	Jade (P), Rab	Multifeet, Kacrack
Rust in Pieces	Jade (P), Rab	Thunder Thrust, Can Opener
In the Pink	Jade (P), Rab	Pink Typhoon, Ring of Ruin
Last Bastion	Eight (P), Hero	Desperate Measures, Blade of Ultimate Power
Double Dragon Slash	Eight (P), Hero	Dragon Slash, Dragon Slash
Cold Front	Eight (P), Hero	Frost Fangs (Eight), Helichopter (Hero)
Thunder Sunderer	Eight (P), Hero	Axes of Evil, Zapple
Executioner	Eight (P), Sylvando	Hatchet Man, Metal Slash

The party prepare to unleash Electro Light!

Jade and her fellow party members are set to earn bonus experience and bonus gold coins when battle ends!

Skip
Eleven
Rab
Jade
Sylvando
Erik
Tactics
GAMER GUIDES

Electro Light is one of the best Pep Powers in the game (left), as is Haulellujah for the extra experience and money (right)

Note

The following table of Pep Powers require all of the participants to be pepped up.

Pep Power	Characters	Skills Needed
The Real Decoy	Hero, Erik	-
Itemised Kill	Hero, Erik	Flame Slash, Half-Inch
Care Prayer	Hero, Serena	-
Choir of Angels	Hero, Serena	Fullheal (Hero), Hymn of Light
Ring of Wrack and Ruin	Hero, Veronica	-
Frizz Cracker	Hero, Veronica	Kafrizz, Kacrack
The Fight Fantastic	Hero, Sylvando	-
Hit Parade	Hero, Sylvando	Unlocked via story
Love Hurts	Hero, Sylvando	Sword Stance (Hero), That’s Amore
0 Zone	Hero, Rab	-
Solar Flair	Hero, Rab	Quadraslash, Pearly Gates

Pep Power	Characters	Skills Needed
Roaring Tirade	Hero, Jade	-
Buff-Buff	Hero, Jade	Unbridled Blade, Puff-Puff
Steeds of Destruction	Hero, Eight	Sword Dance, A Cut Above
A Blaze of Glory	Hero, Eight	-
Arboria's Blessing	Veronica, Serena	-
Mighty Magic Burst	Veronica, Serena	Unlocked via story
Who's the Daddy?	Sylvando, Eight	Unlocked via Act 3 event
Whacky Sack	Rab, Jade	-
Rush of Blood	Rab, Jade	Caster Sugar, Puff-Puff
Wild Side	Hero, Erik, Serena	-
Tundra and Lightning	Hero, Erik, Veronica	-
Rough 'n' Tumble	Hero, Erik, Sylvando	-
Fire and Grimstone	Hero, Erik, Rab	-
Haulellujah	Hero, Erik, Jade	-
Falcon Trinity	Hero, Erik, Eight	-
Echo Aura	Hero, Veronica, Serena	-
Shocking Twist	Hero, Sylvando, Serena	-
Saint's Ascension	Hero, Serena, Rab	-
Brownie Boost	Hero, Serena, Jade	-
Knight's Mandate	Hero, Eight, Serena	-
Shooting Stars	Hero, Veronica, Sylvando	-
Cast Away	Hero, Veronica, Rab	-
Re-Revamp	Hero, Jade, Veronica	Re-Vamp
Lightmare	Hero, Veronica, Eight	Kaboomle
Ultra Violet	Hero, Sylvando, Rab	Pink Pirouette
Electro Light	Hero, Sylvando, Jade	
Arise	Hero, Sylvando, Eight	-
Kazapple	Hero, Jade, Rab	Zapple, Lightning Storm
Boulder Toss	Hero, Rab, Eight	-
Fly-By Knight	Hero, Jade, Eight	Kaclang
Gigaburst	Hero, Any three	Gigaslash/Gigasmash
Kazapstrophe	Hero, Any three	Kazap
Yggdragon's Blessing	Hero, Any three	Omniheal

Essential Tips

When it comes to Dragon Quest games, there are many ways to get an advantage in their huge worlds. Dragon Quest XI is no different, especially when it comes to building your characters, below are some Essential Tips to get you started.

- *Save Regularly!* Dragon Quest XI is a bit more lenient when it comes to punishing you for not saving as every time you transition into a new area, the game will auto save. Make use of saving at every church and if you find yourself out in the field grinding for materials or levels, pass through a screen transition to create an auto save.
- *Only use Draconian Mode if you're experienced!* When you begin a new game, you'll get the option to select modifiers to your game known as Draconian Mode. Some can be useful and add to the enjoyment of the game such as increasing the levels of the enemies across the board, however some like "No Armor" should be reserved for a second playthrough.
- *Only buy what you need!* It goes without saying that you'll need lots of money to keep your party outfitted throughout your adventure. Early on, choose a playstyle for a character and only buy weapons that suits that style. It's no good buying Shields for your Hero if you're using Greatswords.
- *Save your Pep Powers for when you need it!* Once you have more than four characters in your party, you can save your Pep Powers until you really need them. If someone has entered the Pep state you can remove them from the party and they'll remain in that state. This is useful for

quests that may require four characters to be in a Pepped up state.

- *Make a beeline for Hustle Dance!* There’s a vast array of skills to unlock in Dragon Quest XI and a lot of choices but none more than unlocking Hustle Dance for Sylvando as soon as possible. You’ll find the skill in the Showmanship category and it’s your best source of healing for a long time.
- *Make use of Crafting!* Dragon Quest XI allows you to craft equipment from recipe books that you find throughout your adventure. Make use of this as it’s the best way to obtain equipment upgrades for your party, and actually helps you save money. Not only that, you can reforge weapons to higher levels increasing their effectiveness even more!
- *Talk to everyone!* Like always with Dragon Quest, all of the NPCs you’ll come across will have something useful to say. Take the time to speak to everyone you come across.

Walkthrough » Prologue

Birth of a Luminary

As you begin the game, you'll be given the option to name the protagonist (referred to as the Hero in this guide) along with any modifiers from Draconian Quest. This will alter your game into making it more challenging and is something more intended for veterans of the Dragon Quest series.

You'll be treated to a cinematic of life in the city when matters take a sudden turn for the worse. A small baby with a mark on his hand is rushed out of the castle and placed into a basket that is sent down the stream. An old man discovers the baby and takes him into his care along with reading the letter tucked inside the basket. 16 years since this fateful day, a young man and his friend set out for their coming of age ceremony.

Cobblestone Tor

Items	Area
Pot Lid	Base, chest
5G	Caverns, pot
Medicinal Herb	Caverns, pot

Sparkly Spots	Area
Medicinal Herb	Base
Copper Ore	Caverns
Pink Pine	Face
Pink Pine	Face

Monsters	HP
Slime	~7
Needler	~10

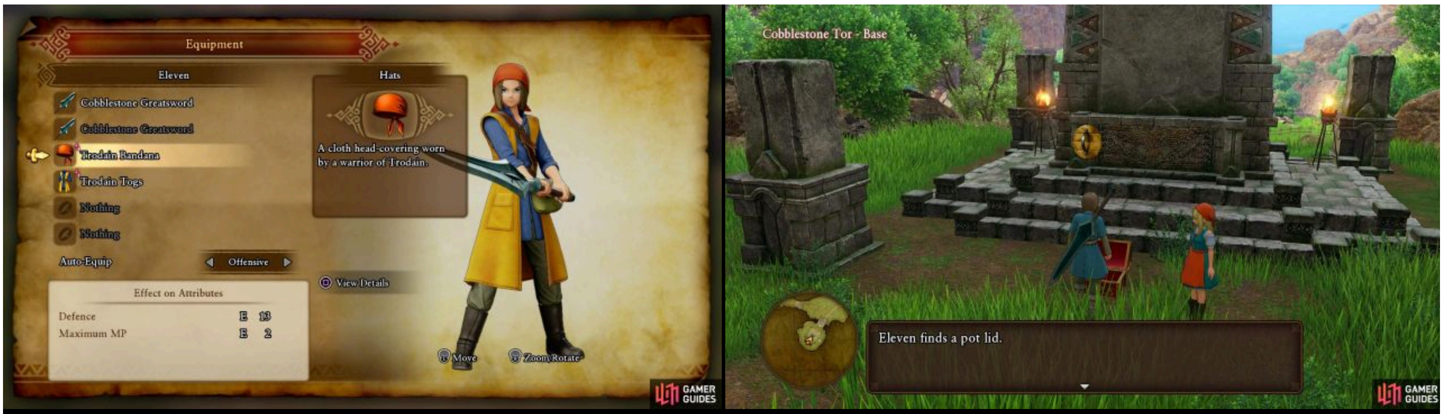
You'll find yourself at the Base of Cobblestone Tor alongside Gemma and her dog, Sandy. Before you take off after the dog, familiarise yourself with the controls and check out the menu. The Hero is currently using the Cobblestone Sword but he also has a Cobblestone Greatsword that you can switch to. You'll gain extra damage from the Greatsword but lose the option to use a Shield, offense over defense. Greatswords are a great choice as a weapon for the Hero as a lot of his best skills are from the Greatswords category and he's the only Greatsword wielder for first Act of the game.

Note

Take a look in your menu to find the Trodain Bandana and Togs, equipping these will change the Hero's apperance to reflect that of the Dragon Quest VIII Hero. Additionally, if you have any dlc you with to claim, head into the System Settings under Misc and claim your rewards.

Once you have your bearings, head towards the bridge to meet with Dunstan, the Elder of Cobblestone and listen to what he has to say. After explaining your task to you, continue up the path where you'll be thrust into battle against three Slimes! You don't have any abilities or spells at your disposal so simply attack the Slimes with regular attacks. Sandy will assist you in the battle and he cannot fall so you shouldn't have too much to worry about.

Following the battle head left to the monument and search behind it to obtain a **Pot Lid**. If you've decided to go with the Greatsword then this will be of no use, otherwise equip the shield and continue into the cave up ahead.


Equipment
Eleven
Hats
Cobblestone Greatsword
Cobblestone Greatsword
Trodain Bandana
Trodain Togs
Nothing
Nothing
Auto-Equip
Offensive
View Details
Effect on Attributes
Defence
13
Maximum MP
2
Move
Zoom/Rotate
Cobblestone Tor - Base
GAMER GUIDES
GAMER GUIDES

A cloth head-covering worn by a warrior of Trodain.

Eleven finds a pot lid.

Switch to the attire the Dragon Quest VIII hero wore for a boost in defense (left), you'll find the game's first chest behind the plaque. (right)

Note

You may have noticed in the bottom right corner of the screen that an Auto Save occurred as you entered the cave. This will happen from every screen transition so if you feel you need to quicksave, make use of this feature.

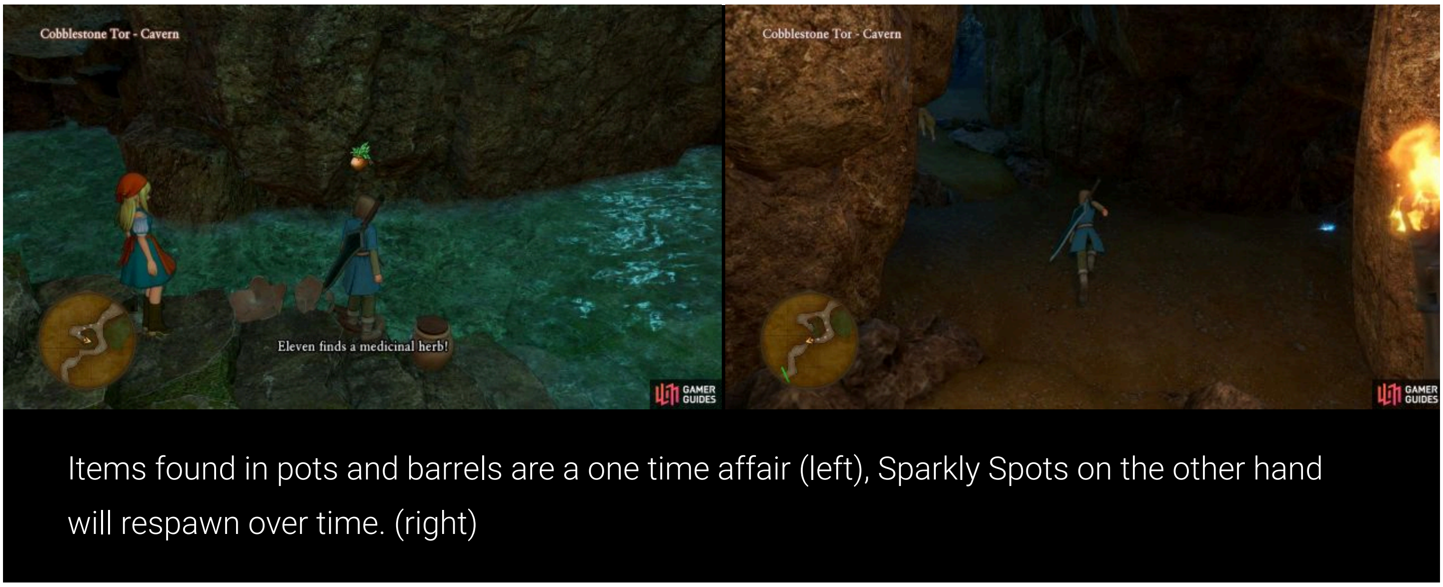
Follow the path and at the intersection, take a right and climb the wall with the [X Button]. You can press this button to scale ledges that are too high to jump onto. At the end of this short path you'll come across a tree and at the base of it, you'll notice a Sparkly Spot, interact with it to obtain a **Medicinal Herb**.

Note

You will come across Sparkly Spots all over Erdrea and from them you'll obtain a wide variety of items. Usually these come in the form of materials and you'll want to pick them up whenever you come across them. Note that later in the adventure you'll find this data recorded on your map.

Head back to the intersection and continue to follow Sandy through the cave where you'll get a tutorial on initiating battles. You can trigger a battle by swinging your weapon at the monster on the field. This will start the battle with the monster taking some damage, make a habbit of always trying to start battles in this manner. Continue to fight the Slimes as you make your way through the cave, the Medicinal Herbs that they drop are always helpful as is the Exp they reward.

As you cross the bridge and enter the cave once more, you'll encounter a new type of enemy, the Needlers. These creatures will most likely require two hits to defeat them but they shouldn't pose a threat still. At the next intersection, take a right again and follow it to some stairs where you'll find two pots. You can interact with these, smashing them on the ground where you'll obtain another **Medicinal Herb** and **5G**.

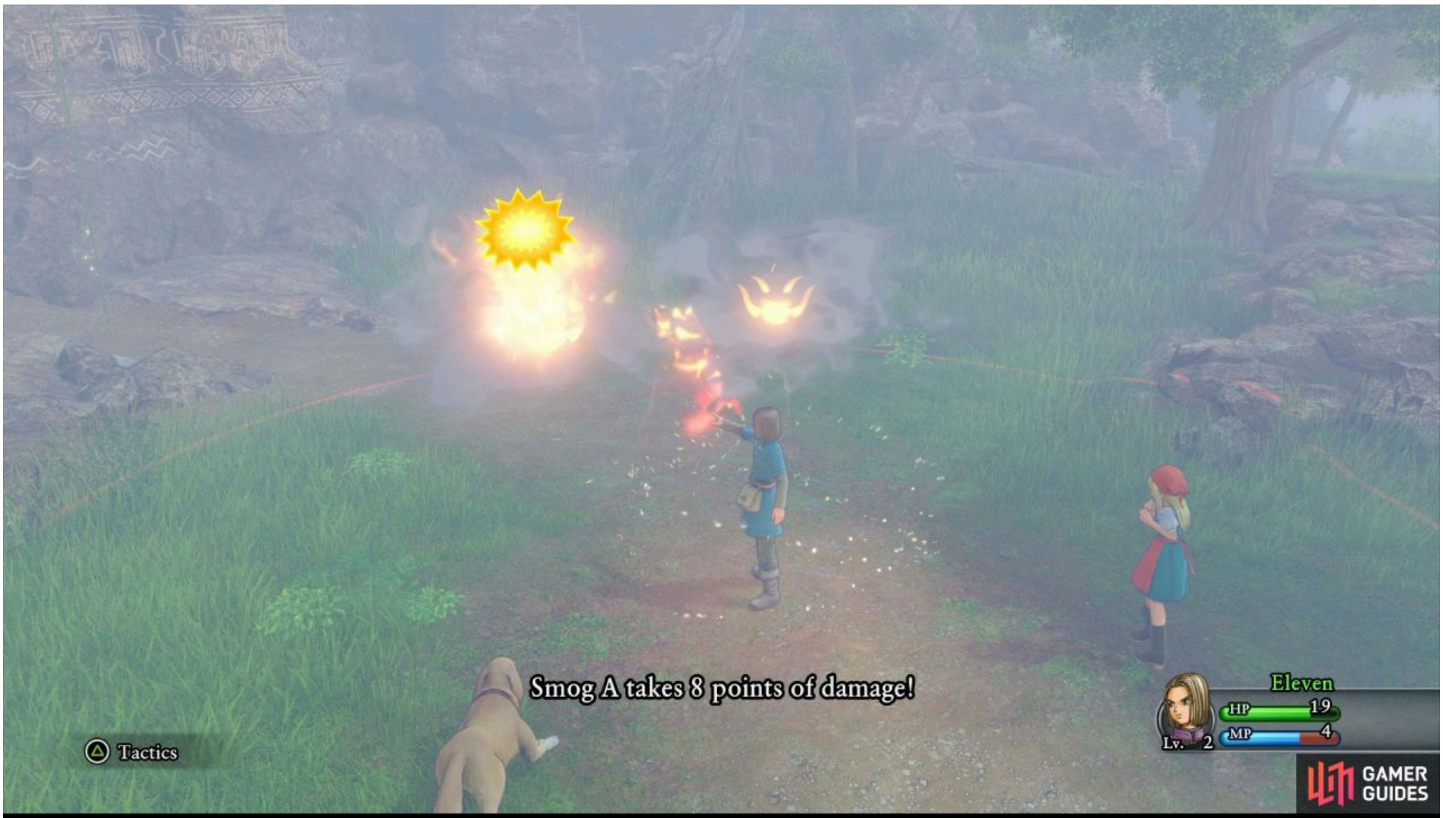


Eleven finds a medicinal herb!

Items found in pots and barrels are a one time affair (left), Sparkly Spots on the other hand will respawn over time. (right)

Return to the intersection and follow the path deeper into the caverns where you'll spot another Sparkly Spot this time containing a **Copper Ore**. Continue through the cave and eventually you'll find yourself back outside where it looks like fog has gathered. Gemma will spot a boy from the village in danger as a pair of Smogs attack.

The Smogs shouldn't be too much hassle as long as you keep your HP above 10. It should take several hits per Smog to take them out however, longer if you're using the Cobblestone Sword. If your health does drop too low, Gemma will heal you so you should be free to concentrate on attacking. The Smogs themselves will only perform regular attacks and can also be stunned by Sandy's barking.



Use Frizz if you're having difficulties connecting with a physical attack.

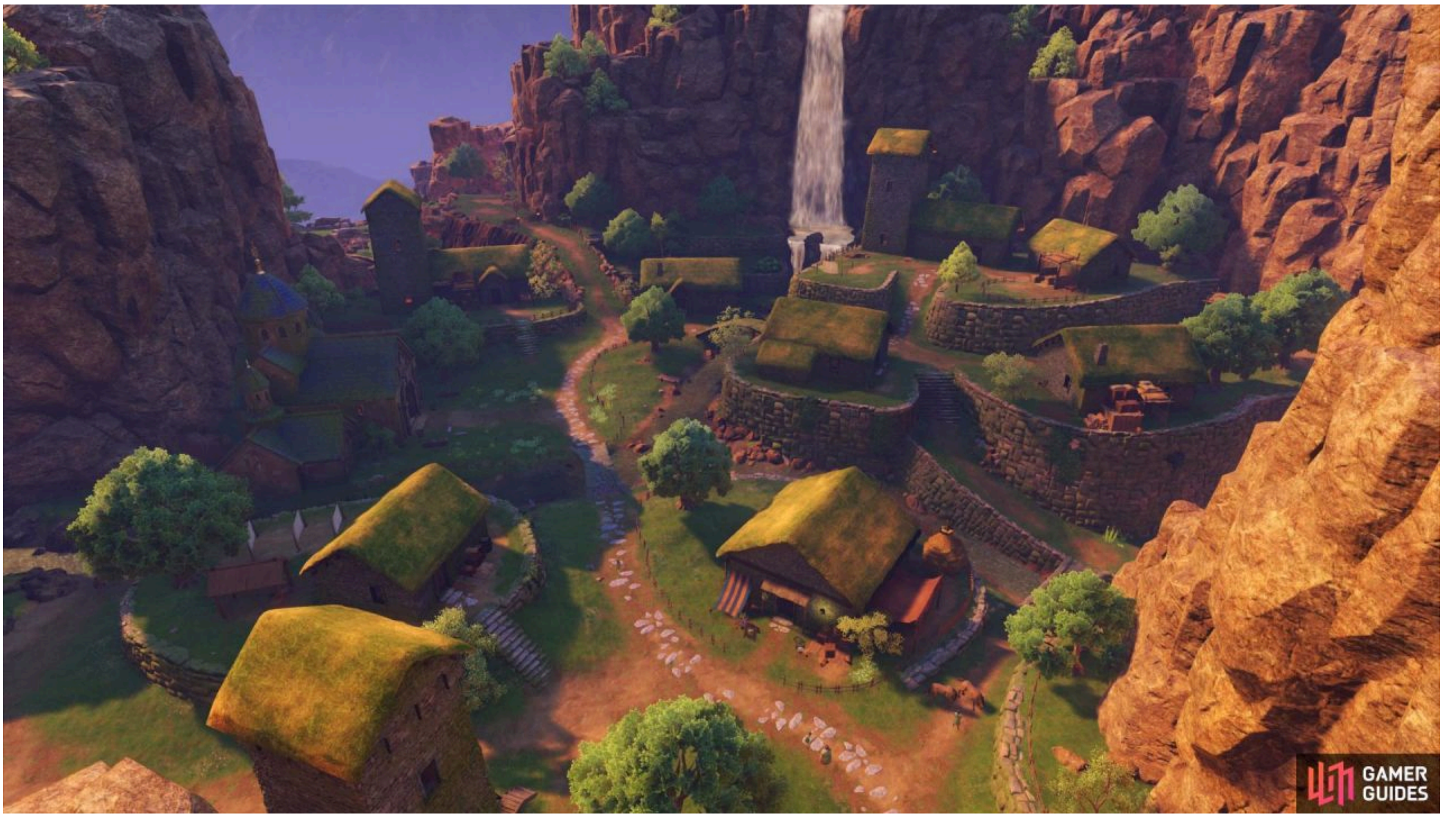
Following the battle, the boy will return to the village with the help of Sandy, leaving you and Gemma alone. Before you head towards the rope, look in the northwest corner of this area to find a **Pink Pine** by the tree, pick it up and head towards the rope, climbing it with a press of the [X Button]. Follow the ledge around the mountain as you continue to traverse the mountain, there are no more enemies between you and the summit. A Gryphon attacks from the sky suddenly as Gemma is thrown over the side, as the Hero struggles to save her, the mark on his hand glows and the creature is zapped from the sky. Following the events, before you head back, search near the tree in the northwest to find another **Pink Pine**. Proceed towards the cave to automatically find yourself back at the bottom of the area where everyone is waiting to congratulate you.

Coming of Age

Awarded for completing the coming of age ceremony atop Cobblestone Tor.

G 10

Cobblestone



Items	Area
2G	Behind Item Shop, barrel
5G	Behind hay shack near quest giver, pot
6G	Behind the Church, barrel
6G	House east of Gemma's, barrel
7G	Southeast cave, barrel
10G	Hero's home, pot
10G	Behind Hero's home, barrel
50G	Roof next to Hero's home, chest
Medicinal Herb	Hero's home, barrel
Medicinal Herb	Outside Gemma's house, barrel
Medicinal Herb	Roof of Gemma's house
Antidotal Herb	In front of the house right of quest giver, pot
Antidotal Herb	Church, barrel
Seed of Agility	Southeast cave, barrel
Copper Ore	Southwest cave, pot
Pink Pine	Roof next to Quest giver
Flurry Feather	Roof next to Hero's home

Items	Area
Fresh Water	Top of the waterfall, near Hero’s house
Cypress Stick	Back of Gemma’s house, chest
Plain Clothes	Hero’s home, wardrobe

Homecoming

Cobblestone is a quiet village located in the Heliodor region where the Hero and Gemma lives. Peaceful by nature, the village people live a simple life worshiping the Spirit of the Land. You may be tempted to start exploring but for now head to the northeast of the village to find the Hero’s house, Sandy will guide the way once you get closer. Amber will greet the pair upon entry and after hearing what transpired at Cobblestone Tor, will hand over the **Precious Pendant**. Once night falls, exit the house and head back towards the entrance of Cobblestone, Gemma will be waiting near the large tree for you. Following the heartwarming exchange, you’ll automatically return home as the next day dawns upon you.

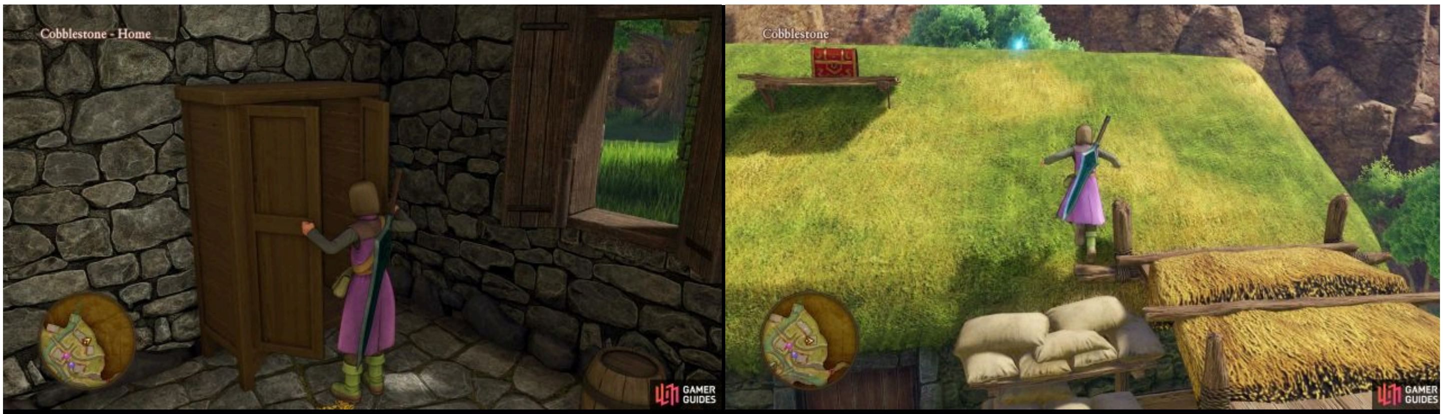
Exploring Cobblestone

You now have your task set upon you, you’re to travel to Heliodor to meet the King about your new found discovery. Before you rush off however, take the time to collect all the items situated in Cobblestone, there’s a lot to find.

Note

You may have noticed on the map different coloured markers. The pink markers indicate someone who will point you in the right direction for your adventure. The purple markers however indicate someone with a quest for you, seek these out and complete them for useful rewards.

Starting here in your home, open the cupboard to find some **Plain Clothes** and a **Medicinal Herb** in the barrels nearby. Climb the ladder in the storeroom to reach the second floor where you'll find some pots you can smash, one of which contains **10G**. Leave the house now and head towards the house next door. You'll find nothing of value inside but you can climb onto the roof by jumping onto the crates. At the top you'll find a chest containing **50G** along with a **Flurry Feather**. Jump back down to the ground and head behind the Hero's home to find two more barrels, one of which contains another **10G**.

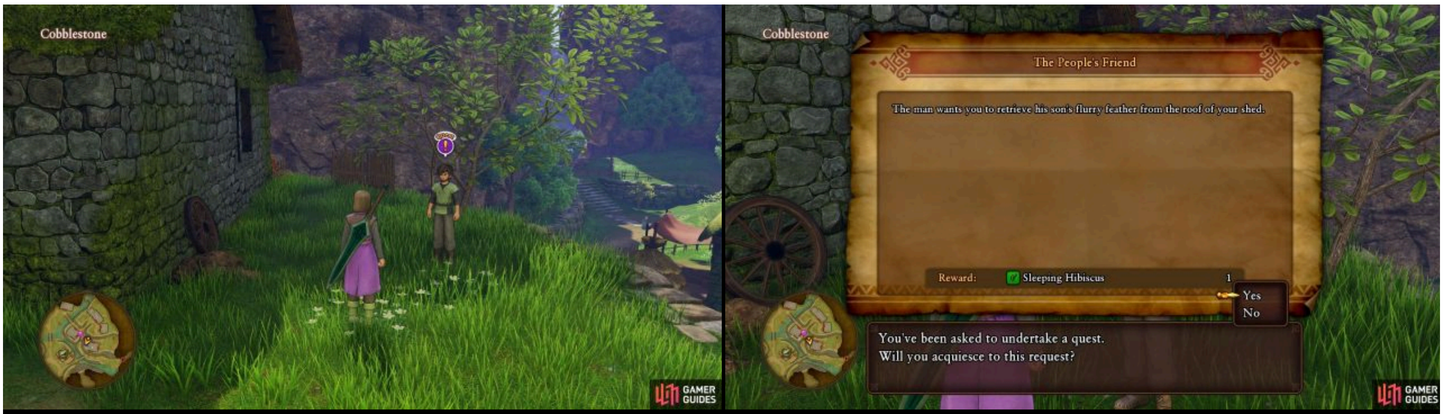


Rummage through wardrobes to find useful items (left), use the crates to leap on to the shed by using the crates to reach this chest and Sparkly Spot. (right)

Head down the stairs and into the next house, you'll spot a red book on the bookshelf here. These will contain either lore or a Recipe Book for forging purposes, make a habbit of checking every bookshelf you come across. Exit and search the front of the house to find some more pots, one containing an **Antidotal Herb** and then head east to spot a villager with a Quest icon above his head, go ahead and speak to him to hear his plea. The man will ask if you can retrieve an item from the roof of his house, agree to do so to begin **Quest 01 - The People's Friend**. You should already have the Flurry Feather requested from when you climbed onto your shed a moment ago, hand it over to complete the quest and receive your reward, a **Sleeping Hibiscus**.

Tip

Make a habbit of seeking out NPCs with a quest icon above their head, the quest rewards are often useful and count towards unlocking a Trophy. If you're lost on what to do on a quest, check out the Quest Catalogue under the Misc. option of the menu.



The man wants you to retrieve his son's flurry feather from the roof of your shed.

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find the first quest giver down the stairs from the Hero's house (left), you should already have the Flurry Feather already. (right)

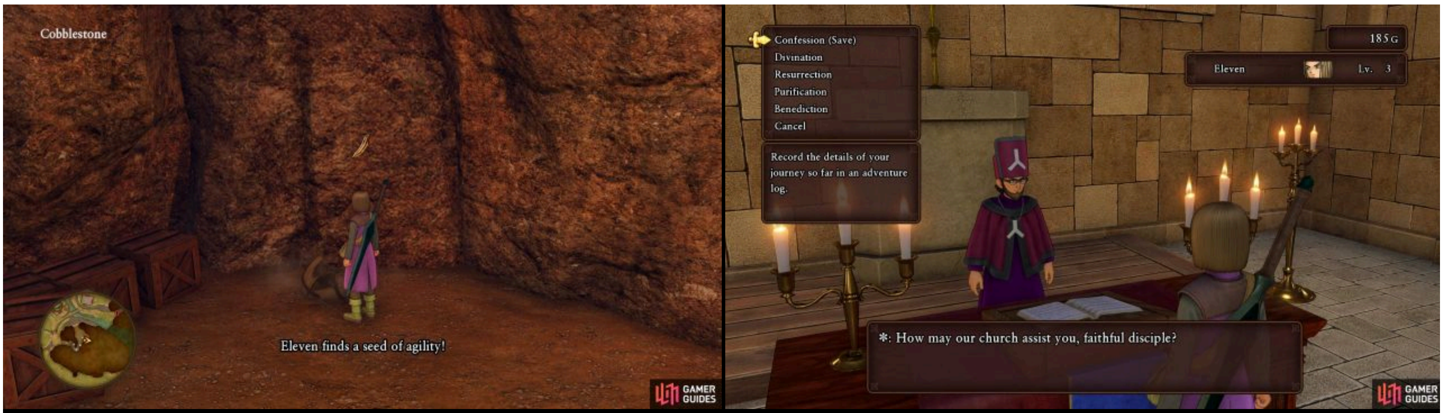
Head around the back of his house now and climb to the roof by jumping on the crates here. You'll find a Sparkly Spot containing a **Pink Pine**, take it and jump back down. Search around the back of the house to find a hay shack and behind it, another pot containing **5G**. Continue down the stairs, ignoring the path past the bridge as it leads to a door that will require the Magic Key. Instead, cross the bridge and head to the nearby Item Shop. Ignore the Cypress Stick she's selling, it's worse than your current swords but do make sure you buy a Bandana and some Wayfarer's Clothes, the extra defense will be useful early on. Exit out of the shop and head around back to find some more barrels, one containing **2G**.

Head southeast and into the cave there, following the path to some barrels and pots, smash them all to obtain a **Copper Ore**, **7G** and an **Seed of Agility**. The Seed will increase your Agility stat so make good use of it. You can't head to the south of the Village for now so instead head over to the Church. Search behind, next to the stream to find two barrels, one containing **6G**. Head inside the Church itself now to find an **Antidotal Herb** in one of the barrels in the left room and then use the services of the Priest should you need to.

Note

You can save your game at Priests by making a Confession along with the ability to remove Poison, Curse and even death from any party members.

Leave the Church and head north where you'll find Sandy outside Gemma's house, unfortunately you can't enter for now so instead smash the barrels just outside to find another **Medicinal Herb**. If you circle around the back of the house, you'll spot a chest containing a **Cypress Stick**. Return to the front of the house and use the crates to get on top of the roof to find another **Medicinal Herb**.



Eleven finds a seed of agility!

Record the details of your journey so far in an adventure log.

*: How may our church assist you, faithful disciple?

You can find a useful Seed of Agility in the cave overlooking Cobblestone (left), make frequent use of a Church whenever you come upon them, you never know when you may fall in battle next. (right)

Drop back down to the ground and head over to the house to your east, inside you'll find some barrels containing **6G**. There's one final item to find in Cobblestone for now, return to the Hero's house and head over to the top of the waterfall where you'll be able to pick up a **Fresh Water** for your troubles. Once you have everything, proceed north to the entrance of Cobblestone where everyone has gathered to see you off. Dunstan will inform you that you need to present yourself to the King of Heliodor and present you with a **Map of Erdrea** along with the Village's finest steed to take with you. Just before you're able to leave, Gemma will catch up to you and give you **Gemma's Charm** to remember her by. Your adventure is finally about to begin.

Heliodor Region

Heliodor Region - Parting Place
GAMER GUIDES

Items	Area
Seed of Life	Heliodor Region, chest south of Camp
12G	Camp house, pot
Small Scale	Camp house, pot
Copper Ore x2, Flintstone	East of Camp, Crystal gathering point
Single Phial	Heliodor Region, chest on eastern path
Pink Branches x2, Chimaera Wing	North of Helidor Region, Tree gathering point
Toad Oil	Helidor Region, barrel on pier north of Camp
Cottontop x2, Medicinal Herb	Southwest of Heliodor, Flower gathering point

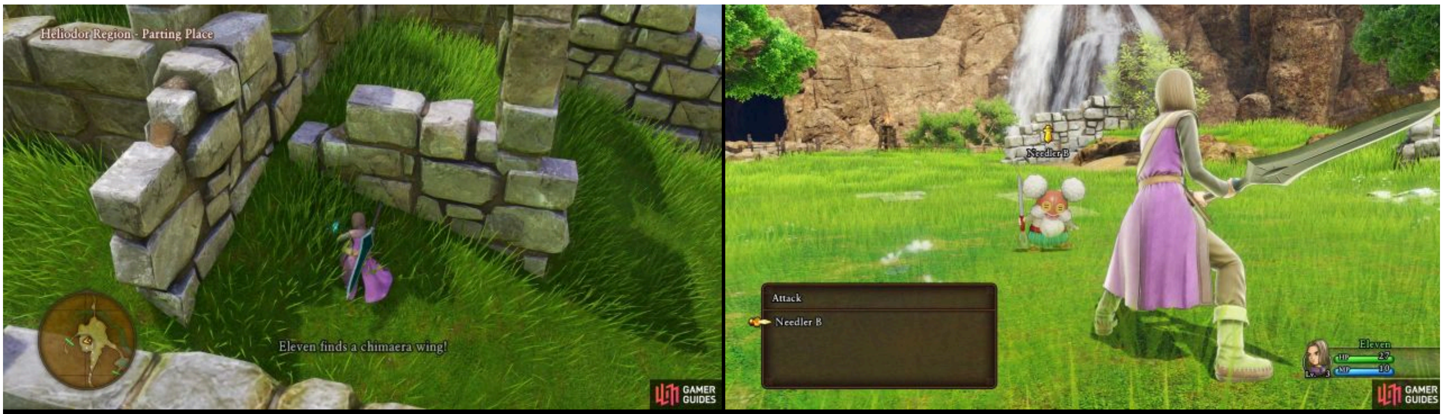
Sparkly Spots	Area
Chimaera Wing	Parting Place
Medicinal Herb	Heliodor Region
Strong Medicine	Camp well, inside
Antidotal Herb	Heliodor Region, overlooking the stream on the eastern path
Pink Pine	Heliodor Region, eastern path
Cottontop	Heliodor Region, northwest of Camp
Fresh Water	Helidor Region, stream north of Camp
Flintstone	Helidor Region, hill north of Camp

Monsters	HP
Slime	~7
Needler	~10
Stark Raven	~12
Dracky	~11
Bunicorn	~16
Toady	~17
Hammerhood	~17
Fright Bulb	~13
Lampling	~9
Platypunk	~19

The Great Outdoors

As you exit Cobblestone, you'll be given a short tutorial on how to ride and call your Horse. While on a Horse you can move across the field quicker and even charge into enemies by dashing with the [R2 Button], this however does not reward EXP. You can use any nearby Summoning Bells to recall your horse should you need it. For now, resist the urge to go via horseback, you'll want to initiate battles by attacking enemies with your weapon, something that's impossible whilst mounted.

The first thing you'll want to do is to equip Gemma's Charm that you just received. Now is also a good time to take a look at the map now that you're in possession of the Map of Erdrea. By pressing the [X Button] once you have the map open, you can look at maps of nearby areas, the overall World Map and even view if there are any nearby quests or Sparkly Spots. The last option is especially useful if you're after particular ingredients.



Eleven finds a chimaera wing!

You can find the first Sparkly Spot in the ruins to the west (left), Needlers should pose little threat if you gained a level or two at the Tor. (right)

Head down the path until you reach an open area where you'll spot some Slimes. Before you head down, search the nearby ruins on your left to discover a Sparkly Spot containing a **Chimaera Wing**.

Tip

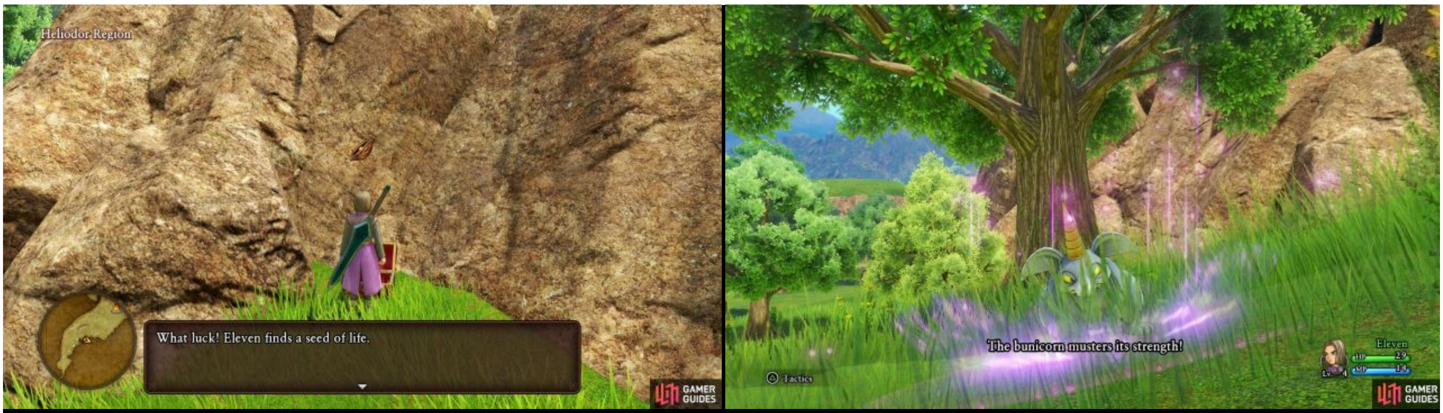
You can use Chimaera Wings to transport you instantly back to where you saved last or previous town. This is useful in the early stages of the game where you don't have the Zoom spell yet.

In the clearing you'll come across Slimes and Needlers, enemies that you already have experience with however you'll also encounter Stark Ravens. These birds can cast Accelerate on themselves which increases how often they'll attack you so make them your priority if you fight them.

Tip

You may have already noticed by now but as you attack enemies in battle, their name will change color. This indicates their health and will change from white to yellow and then eventually orange when they're near death. Use this to plan out who should be your next target.

You'll have no choice but to continue north as the areas to the west and east are blocked off until after your visit to Heliodor. Instead, continue up the north path and you'll come across more new enemies in the form of Drackies and Cruelcumbers, both of which shouldn't pose too much of a problem. Keep to the right as you exit the short path, you'll come across a chest containing a useful **Seed of Life** which will boost the max HP of the user. Stick to the right here to come across another Sparkly Spot behind a tree containing a **Medicinal Herb**.



What luck! Eleven finds a seed of life.

The bunicorn musters its strength!

Keep to the right as you head north to find the first chest (left), Bunicorns can deal some nasty damage when they muster their strength, make them your priority in battle. (right)

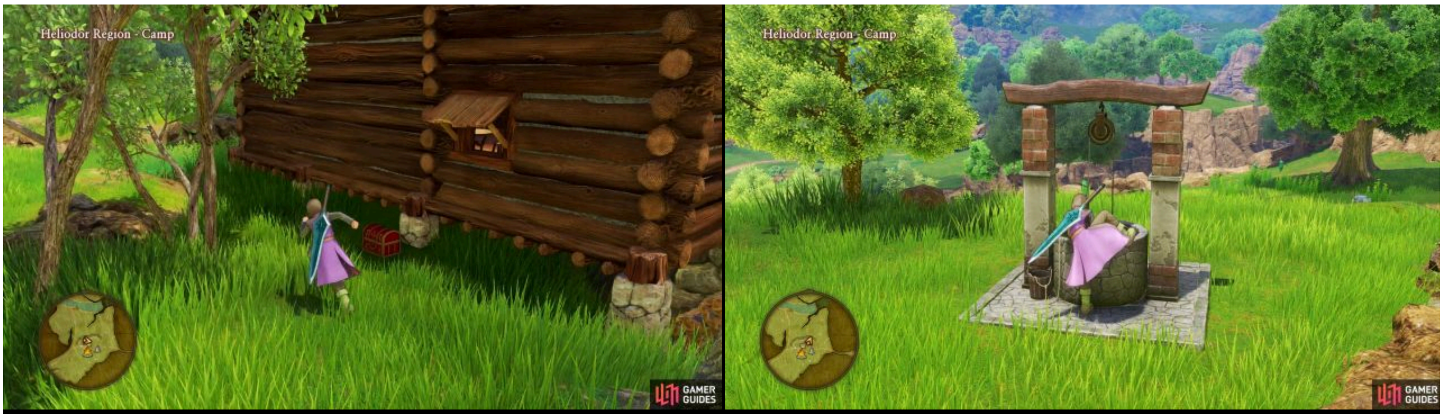
Hopefully you've managed to hit Level 5 by now, doing so will not only learn the invaluable Heal spell but also unlock the Character Builder for you. Using this, you can use the Skill Points you earn from leveling up to unlock new abilities or passive skills. The [Character Builder] section of this guide will have you covered there but for the purposes of this walkthrough consider going with either Greatsword Guard if you're using a Greatsword or Flame Slash from the Swords category, this way you can start unlocking more abilities in those categories.

Tip

It's a great idea to take the Hero down the Greatswords path for now, it won't be until Act II when you get another Greatsword user and there's a lot of good abilities to be had there. If you change your mind down the line you have the option to refund your skill points later in the adventure.

When you're ready, head down towards the building in front of you where a man will call out to you. He will inform you all about how Camps work and what you can do there. You'll find these all over Erdrea and they'll allow you to rest until any time in the day and contain a Goddess Statue to save your game along with all the other amenities of a Church.

Make use of the statue here and then rest if you need to recover your HP and MP. Head into the Cabin now to find two pots that you can smash containing **12G** and a **Small Scale**. Leave the Cabin and look behind it to find a chest containing **80G** followed by a well that you can climb into to the east of it. Down here you'll find another Sparkly Spot containing a **Strong Medicine**.

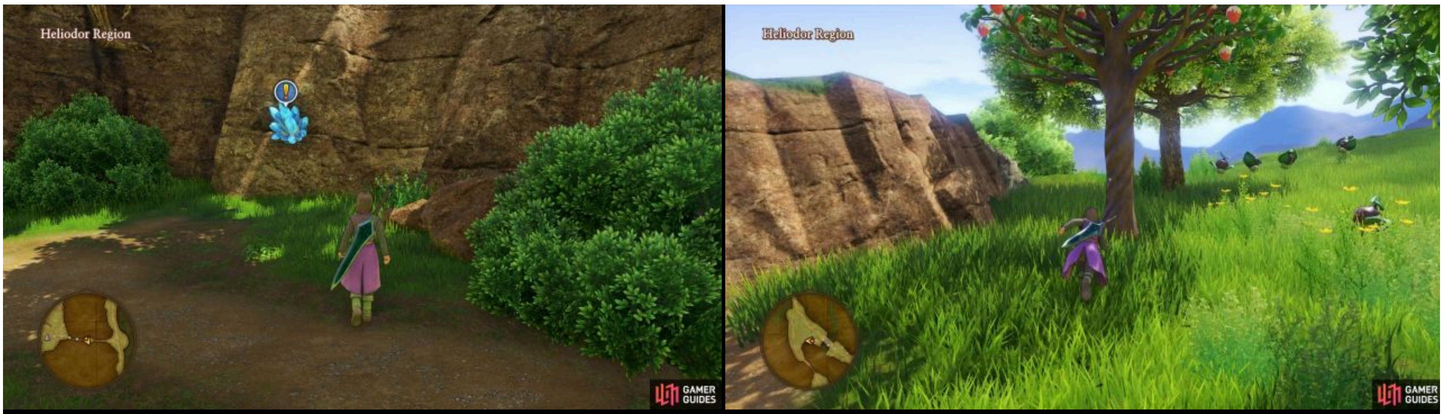


Search behind the Cabin to find a chest with some gold stashed inside (left), climb into the nearby well to find more goodies to grab. (right)

The path splits at this point, you can continue north from where you are or head east and check out the eastern route. You'll want to search both paths thoroughly for all the items, for now head east from the camp and through the passageway. Defeat the Cruelcumbers that spawn here and then look on the south wall to find some crystals, hit the [X button] to mine the crystal to obtain two **Copper Ores** and a **Flintstone**.

Note

When you're out in the field areas you'll come across all kinds of gathering points ranging from Crystals to trees. Interacting with these will harvest Sparkly Spots from these Gathering points yielding more than one item.



Be on the lookout for Gathering points, these contain three Sparkly Spots and come in the form of Crystals (left), you'll also find Trees and Flowers that you can harvest. (right)

Continue east and then take a south along the Road to the Emerald Coast. You'll find Bunicorns and Stark Ravens here so it's not a bad place to increase in level. At the end of the road you'll come across a tent with two pots inside to smash, one of which contains another **Chimaera Wing**. The path is blocked at the end so return north and continue north past the fork.

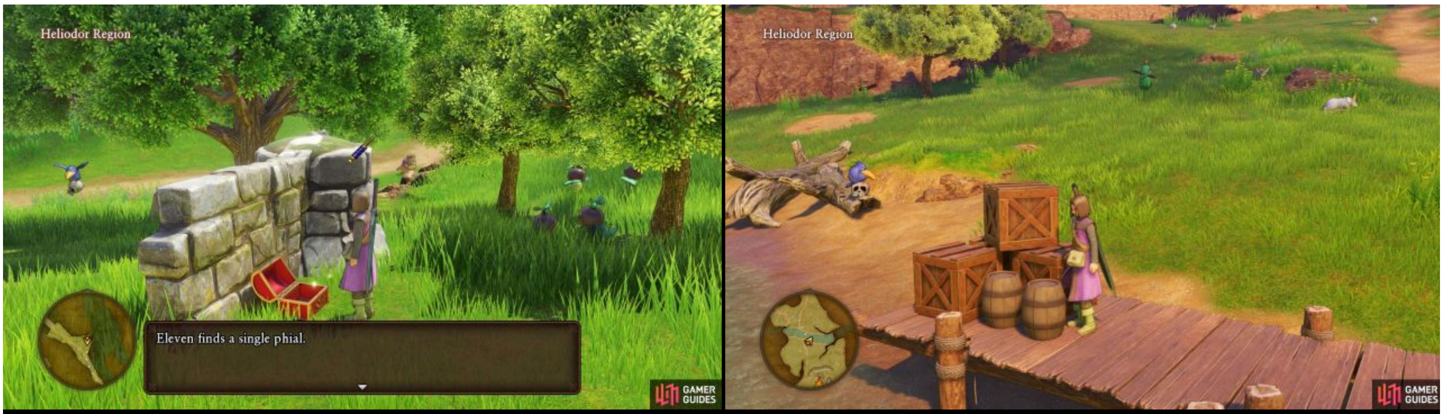
Hug the left side of the path here and you'll come across a Sparkly Spot overlooking the stream below containing an **Antidotal Herb**. Head across the bridge and you'll encounter two new enemies, the Hammerhood and Fright Bulbs, both enemies that have more HP than the ones you've been fighting regularly. Keep your HP above 15, healing if it drops below it.

Note

You may have come across your character in a Pepped Up state by now. This increases the stats of your Hero while giving access to special skills later in the game. You have a random chance to become Pepped Up but you can increase this by purchasing skills in the Hero's Luminary category.

Keep to the right as you cross the second bridge, there's a chest waiting waiting behind the wall the Platypunk is slumped up against. Dispatch the monster and open the chest to obtain a **Single Phial**, a handy item that will restore your MP by 10. Continue to stick to the right as you head north, another Sparkly Spot awaits containing a **Pink Pine**.

Cross the bridge and keep to the left, there's a tree here that you can barge into with the [X button] to knock three Sparkly Spots to the ground, this is another Gathering point. You'll obtain two **Pink Pines** and another **Chimaera Wing** for your troubles. Heading north from here will take you to your destination but for now, take the southwest path to pick up the few items you missed from taking the eastern path.



Eleven finds a single phial.

The final chest can be found to the northeast of the region, behind a wall (left), break the barrels along the river north of the Camp to snag yourself a Toad Oil. (right)

After you pass through the tunnel, keep to your right and head to the far northwest part of this area to find a Sparkly Spot containing a **Cottontop**. Head south now to the stream and you'll come across a pier with two barrels on it, one of which contains a **Toad Oil**. Head northeast along the stream here to find a Sparkly Spot containing some **Fresh Water**. One final item awaits you here on top of the hill to the south, overlooking this stream containing a **Flintstone**.

You have the items on both paths now so head back to the Camp nearby and rest, grabbing a horse to carry you back to the path split to the north. Continue north across the bridge and then head to the northwest to find the final items in this region on the Flower Gathering point containing two **Cottontops** and a **Medicinal Herb**. You've looted all there is to loot in the Helidor Region so continue north towards Helidor itself and enter the town.

Heliodor

GAMER GUIDES

Items	Area
5G	Outside house west of the fountain, pot
37G	Large house west of the fountain, wardrobe
Moonwort Bulb	Large house west of the fountain, barrel
5G	Large house west of the fountain, on the balcony upstairs, pot
15G	Weapons Shop, second floor balcony
Copper Ore	Alley west of the fountain, barrel
20G	Far west of the fountain, pot
Medicinal Herb	Outside house to the west of the fountain, barrel
Seed of Deftness	Large house west of the fountain, second floor, pot
12G	Large house west of the fountain, second floor, pot
Medicinal Herb	Inn, second floor balcony, barrel
Flaxen Thread	Inn, second floor, pot
Bandana	Inn, second floor, wardrobe
Chimaera Wing	Inn, roof, barrel
Chimaera Wing	Item shop, bedroom, pot
Medicinal Herb	Item shop, second floor, pot
6G	Item shop, roof, barrel

Items	Area
Mini Medal	Roof east of item shop, chest
4G	North wall outside the Church, barrel
6G	Along the southeast wall of town, pot
30G	Far southeast wall, barrel
Flintstone	Far east house, pot
9G	Far east house, pot
Medicinal Herb	Far east house, pot
Seed of Strength	Behind guard east of town, barrel
Flurry Feather	Top of scaffholding east of town, pot
Fishnet Stockings	House east of church, wardrobe
Antidotal Herb	Outside house east of church, barrel
3G	Walkway south of Royal Square, barrel
Medicinal Herb, 3G	North of far east house, barrels
Plain Clothes	Royal Square, southwest house, wardrobe
25G	Royal Square, southwest house, barrel
Medicinal Herb	Royal Square, outside northwest house, pot
Seed of Sorcery	Royal Square, garden of southwest house, chest

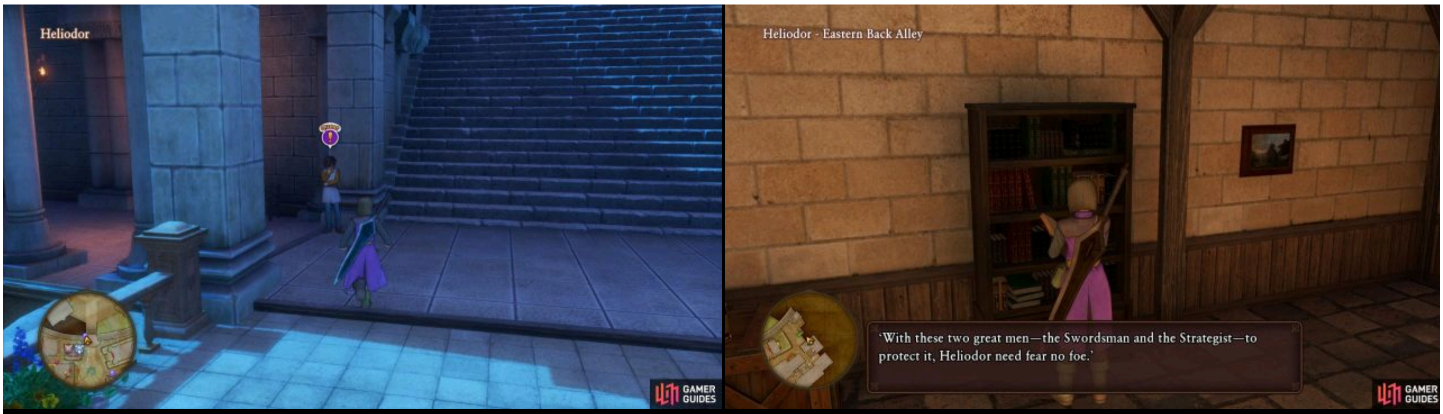
The Greatest Kingdom of Erdrea

Heliodor is a lot larger than the village of Cobblestone that the Hero resides from. There's many shops here, items hidden everywhere and people to assist. Your task may be to visit the King of Heliodor but hold off on that for now, your visit with the King will prevent access to here for a while so be sure you've fully explored before making the trip to the castle.

Note

You may have already noticed this by now, but you will come across NPCs with a pink speach bubble above their heads. These people will point you in the right direction of your current objective.

To begin with, head north past the fountain in the courtyard to find the next quest. You'll find a man standing near the stairs leading to the castle offering a quest. Speak to him to hear his request, he wants you to find a book detailing the exploits of two of the Kingdom's finest, Hendrick and Jasper. Agree to look for the book to accept **Quest 02 - The Soldier and the Strategist - A Tale of Two Heroes**, you'll come across them during your time exploring the city.

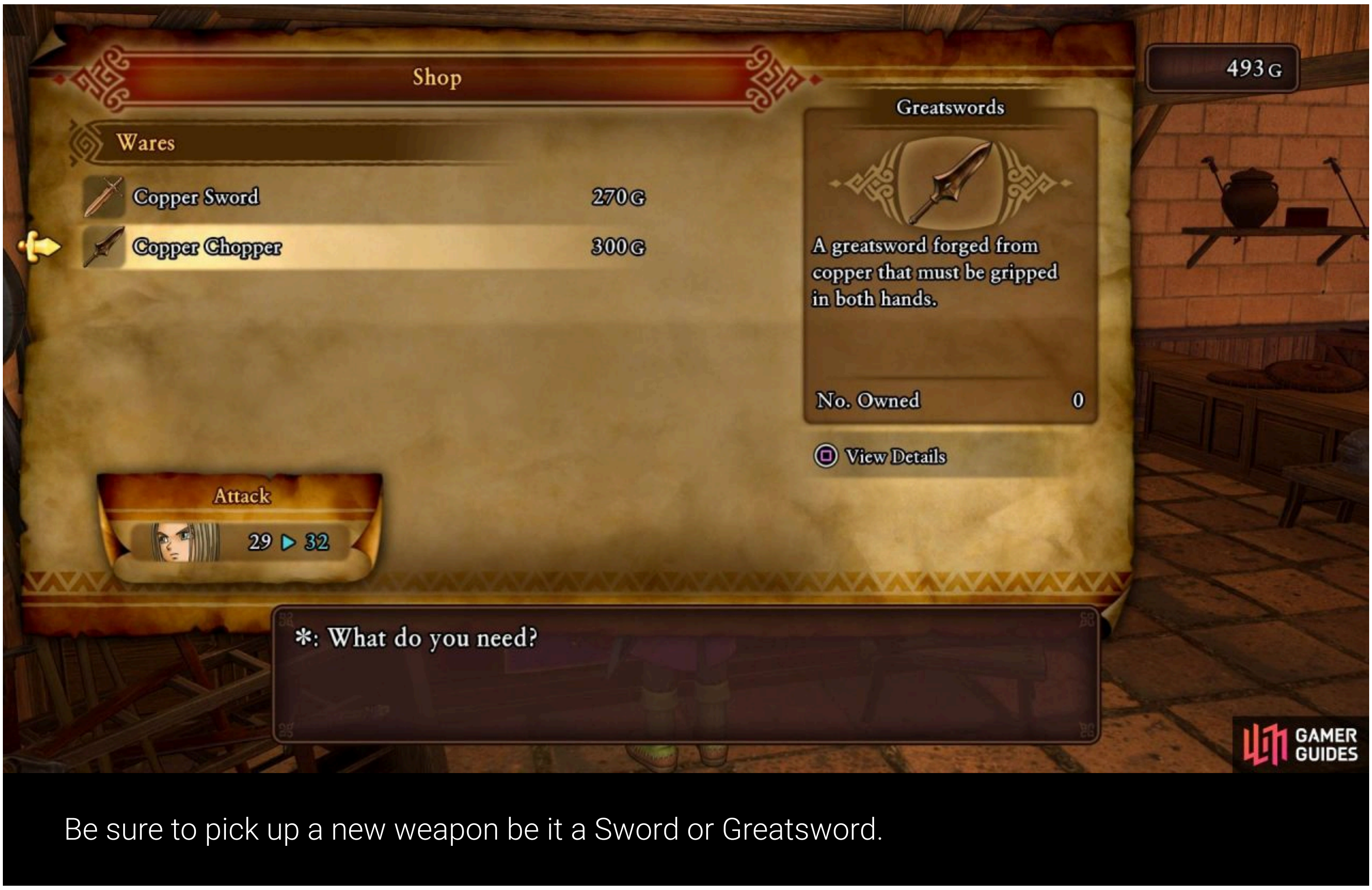


'With these two great men—the Swordsman and the Strategist—to protect it, Heliodor need fear no foe.'

Accept the second quest as you head north of town (left), the book can be found by searching the bookshelf in the house to the far east. (right)

Exploring Heliodor

Now is a good time to explore the city, there's a lot to see and find here. Begin by heading west of the fountain and then south to find a pot outside one of the houses, smash it to obtain **5G**. Head north from here and enter the larger building, you'll find a wardrobe as soon as you enter containing **37G**. The barrel in the kitchen has a **Moonwort Bulb** while there's a book you can read in the bookshelf for some lore. Head upstairs and exit to the balcony to find two pots to smash, one containing **5G**. You'll have to wait for now to reach the chest, instead head out of this house and north to the shops. In the Weapon shop you'll be able to find an upgrade for either your Sword or Greatsword that's worth picking up. There's a Leather Shield if you're using Swords and the Leather Hat and Armor should also be upgrades, you should be able to afford these if you've been fighting regular battles outside, otherwise wait until you've finished looting Heliodor before returning.



Copper Sword	270G
Copper Chopper	300G

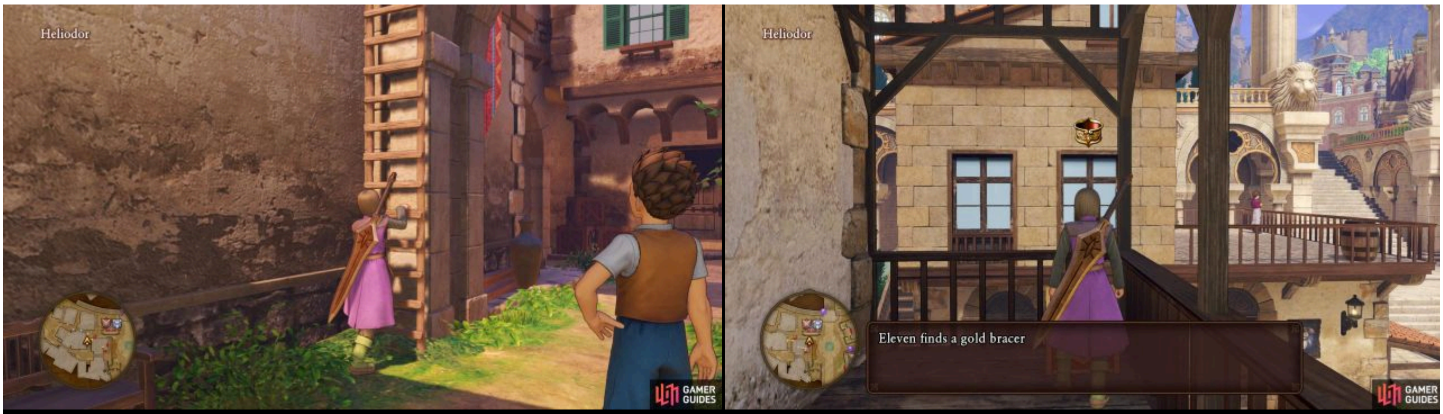
A greatsword forged from copper that must be gripped in both hands.

*: What do you need?

Be sure to pick up a new weapon be it a Sword or Greatsword.

Leave the shop and take the stairs up to the left of the Weapons shop to reach the second floor. There's another book for more lore in the bookshelf and then you can exit to the balcony to find a barrel containing **15G**. Drop down to the ground, head west through the archway and take a right straight after to find two barrels in the alley, one containing a **Copper Ore**. Head north through this alley and then follow the path left to the end to find two more pots to smash, one containing **20G**.

Head through the alley near you and head right towards the house with the cart outside it to find another barrel containing a **Medicinal Herb**. Make your way back towards the Weapons shop but head through the south alley to find a ladder leading up to the roofs where you can climb into the chimney of the large house. You'll find a pot in here containing a **Seed of Deftness** along with another pot in the bedroom containing **12G**. Head out to the balcony here to find a chest containing the useful **Gold Bracer** which will increase your Defense by 4 and your Charm by 6.

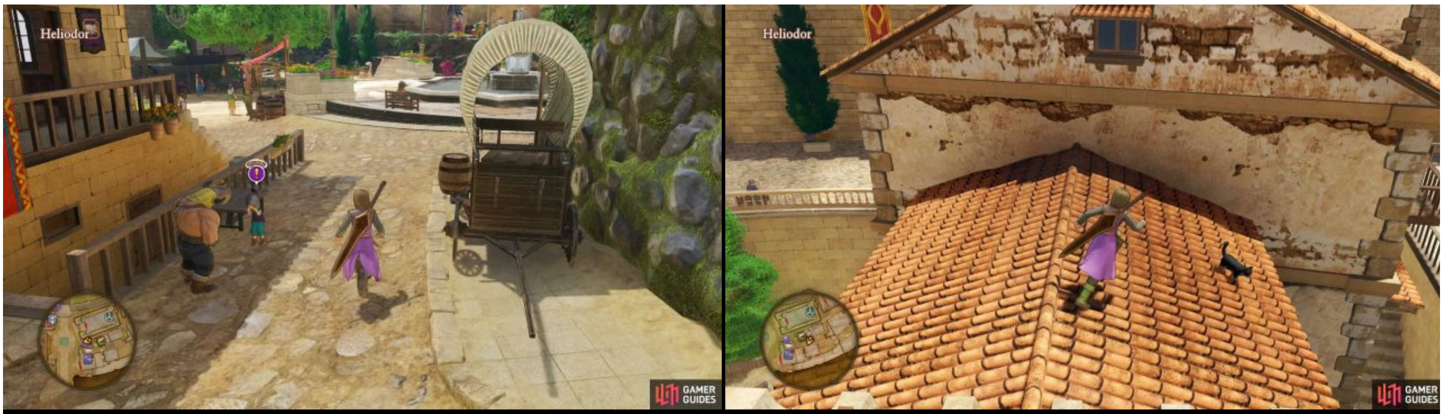


Eleven finds a gold bracer

Look for this ladder south of the shops to reach the rooftops (left), drop down the chimney and out on to the balcony to loot this chest. (right)

With the west side of the area fully explored, turn your attention to the east side of the fountain. Begin by heading into the Tavern to the southeast of the area where you'll find a Bank and an Inn. The Bank will allow you to deposit your hard earned Gold into it, keeping it safe if you're to fall in battle (or simply reload your last auto save). The Inn will allow you to rest for a fee and choose which time of day you wake up, this is useful because you'll only be able to access certain things at night. For now, head upstairs and out onto the balcony to find a pair of barrels, one of which contains a **Medicinal Herb**. Check the other rooms out up here, in one you'll find two pots to smash, one of which contains a **Flaxen Thread**. You'll find a wardrobe you can search in the other room containing a **Bandana**. Head out the side door here to go back outside and find two more barrels, one of which will contain another **Chimaera Wing**.

Thats all for the Tavern for now so head back down the stairs and over to the girl with the quest icon above her head. She needs your help to find her cat, agree to accept **Quest 03 - Amelia’s in a Pickle!**. Head behind you now where you’ll find the Item shop, there’s nothing of interest for sale but you can go around the side of it to enter the shop. Head behind the counter to find a pot in the bedroom containing a **Chimaera Wing** and then go upstairs. In the first room, opposite the wardrobe (which is empty) you’ll find two pots to smash, one of which containing a **Medicinal Herb**. Take the ladder up in the center now to reach the roof where you’ll find two barrels to smash, one containing **6G**. Take a look to the right now to spot the missing cat, jump over to the roof and pick her up (where you put it is anyone’s guess!) and then head back to the original roof. You can jump on the crate here to access the roof east of you where you’ll find a chest containing your first **Mini Medal**.



You’ll find a girl with a quest just outside the Inn (left), use the ladder in the Item shop to reach the roofs and rescue the poor cat. (right)

Note

You’ll find Mini Medals all over Erdrea and you’ll be able to take them to a certain place to gain exclusive rewards much later in your journey.

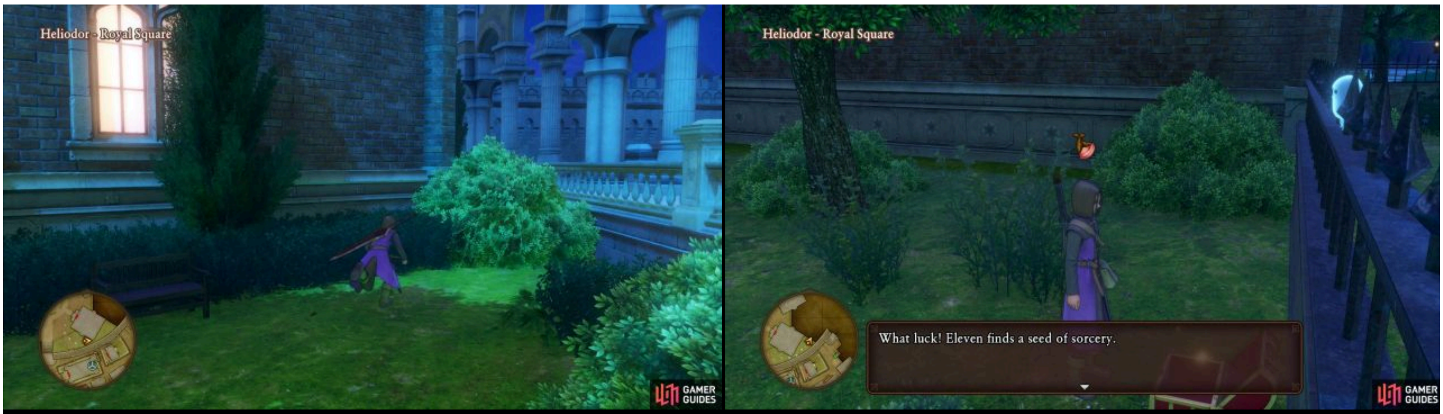
Drop back down to the ground and return to the girl, she’ll be delighted that you’ve found her cat and the quest will complete, rewarding you with a **Kitty Litter**. The next building along is the Church, save your game if you need to and then head around the north wall of it outside to come across two barrels, of which you’ll find **4G** in one of them. Return to the south of the item shop and along the back wall here to find another two pots to smash where you’ll obtain **6G**.

Drop down to the ground and follow the path to the southeast side of town, you’ll find some crates you can climb on to reach a platform with two barrels where you’ll obtain **30G**. Head into the nearby house and check the bookshelf to find the book that the man was looking for related to **Quest 02**. Check the kitchen for a pot containing a **Flintstone** before heading upstairs. You’ll find a pot in the first room containing **9G** and at the back room two more pots, one of which contains yet another **Medicinal Herb**.

Leave this house now and head north where you'll spot a guard blocking an entranceway. Climb onto the barrel ahead and then use the crates to jump over, you'll find a **Seed of Strength** in one of the barrels. You won't be able to smash the pots behind the guard for now so return south a little and head up the first short steps you see. Climb the scaffholding here to reach a balcony with a pot on it, inside you'll find a **Flurry Feather**. Drop back down and head into the house north of your location to find a wardrobe with some **Fishnet Stockings**.

Head around to the back of the house to find some barrels where you'll obtain an **Antidotal Herb** and then look to the crates to your left. Climb them to reach a balcony with a ladder on it, use this to reach the roof. Up here you'll notice a rope that you can use to cross over to the roof of the Church, do so to find another one leading north where you can then follow it all the way to the east and more barrels, one of which containing **3G**. Head back to the lower area of the town and over to the area you was just in but now below it, there's three barrels here containing **7G** and a **Medicinal Herb**.

That's all of the items in the lower half of town for now, head back over to the man standing near the stairs leading to the Royal Square to hand over the book you found, as thanks you'll receive a **Drasilian Shilling**. Head up the stairs now to the Royal Square where more items await!



What luck! Eleven finds a seed of sorcery.

Head into the garden of the southeast house and make your way through the bush in the corner (left), a hidden chest awaits at the end. (right)

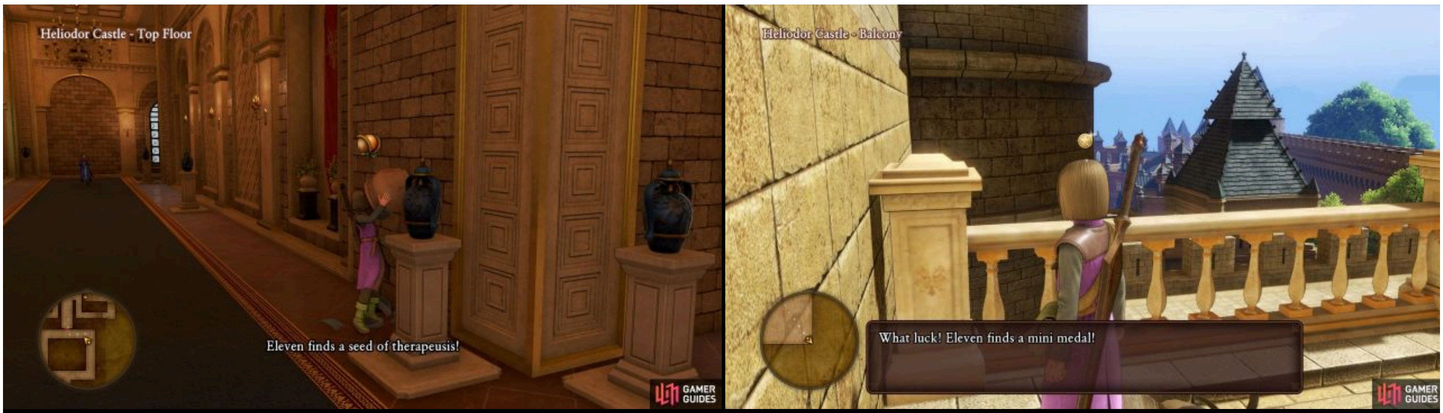
Start by searching the southwest house, on the ground floor you'll find a wardrobe with some **Plain Clothes** inside and on the second floor you'll find **25G** in one of the barrels. You can't access the northwest house but you will find a **Medicinal Herb** in one of the pots outside it's door. Head over to the northeast house now and you'll find a chest under the stairs containing **100G**. The southeast house is locked for now but you can access it's garden, do so and head around back to find a chest containing a **Seed of Sorcery**.

You've now fully explored all there is to see in Heliodor and completed the two quests available here for now. Once you're happy with everything (don't forget the weapons and armor from the shops) then head to the castle gates during the day, you'll be granted passage to see the King.

Exploring Heliodor Castle

Items	Area
7G	Bottom floor, west garden, pot
Butterfly Wing	Bottom floor, west garden, pot
Wayfarer’s Clothes	Middle floor, northwest room, wardrobe
Antidotal Herb	Middle floor, northeast room, pot
Medicinal Herb	Middle floor, northeast room, pot
Medicinal Herb	Top floor, west stairs, pot
Seed of Therapeusis	Top floor, center area, pot
Mini Medal	Top floor, balcony, barrel
Single Phial	Top floor, balcony, pot
Strong Medicine	Top floor, east stairs, pot

Although you may be temtped to head straight to the King after all of that exploration, there's still some more items to find in the castle first. Begin by heading west and out to an outside area, to the north are some pots where you'll find **7G** along with more to the south containing a **Butterfly Wing**. Head back in and take the stairs up to the Middle floor, exploring the first room on your left to find a wardrobe with some **Wayfarer's Clothes** inside. The room below you has a chest but you won't be able to open it for now so head over to the east side of the Middle floor and search the northeast room. You'll find an **Antidotal Herb** and **Medicinal Herb** in the pots while in the room below you'll find a **Leather Hat** in the wardrobe.



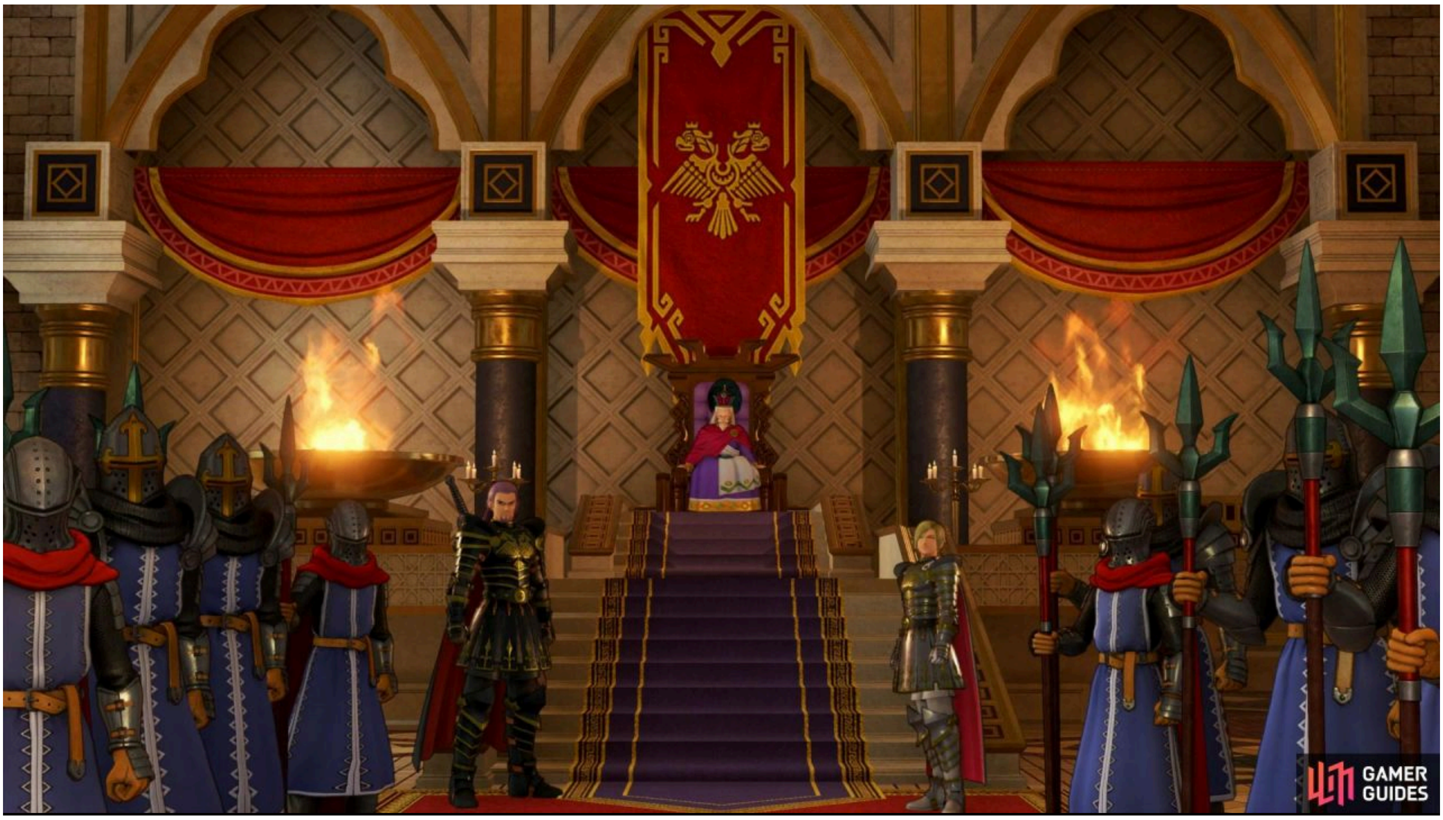
Eleven finds a seed of therapeusis!

What luck! Eleven finds a mini medal!

Smash the pots in the corridors to the south of the Top Floor to find another Seed (left), exit onto the balcony to find more barrels and pots to break, one of which contains a Mini Medal. (right)

Head north ignoring the next two rooms and then going left and up the stairs here to reach the Top floor. Search the northeast corner of the stairs here to find a pot with a **Medicinal Herb**. Head south in the center here to reach another large room, head down the east corridor to find a pot with a **Seed of Therapeusis**. Continue south and exit to the balcony where you'll find a **Mini Medal** in the barrels and a **Single Phial** in the pots. Return to the Top floor stairways and search the east side, you'll find a pot in the southwest corner with a **Strong Medicine**.

You've managed to loot all the items for now so head back down the stairs and to the Throne room finally to meet with the King at long last. It appears the King is not as overjoyed to see you as you may have anticipated and brands you as the Darkspawn before General Hendrick tosses you into the dungeons.



Adventure Awaits!

Awarded for receiving a warm welcome to Heliodor.

G 10

Heliodor Sewers

GAMER GUIDES

False Accusations

It seems that you've been judged a danger to the people and the balance of the world, the Darkspawn as King Carnelian said. Once Hendrick leaves, you'll find yourself in a prison cell. The two pots in your room are empty but upon smashing them will attract the attention of someone else. Approach the cell door after to be introduced to another prisoner who, after some cunning tactics, aids your escape from the cell. With your gear back in place, head into the cell once more to talk to your fellow partner in crime (the other way is unavailable for now) to discover a hidden passage into the sewers.

Heliodor Sewers

Sparkly Spot	Area
Medicinal Herb	Next to the locked door near the entrance

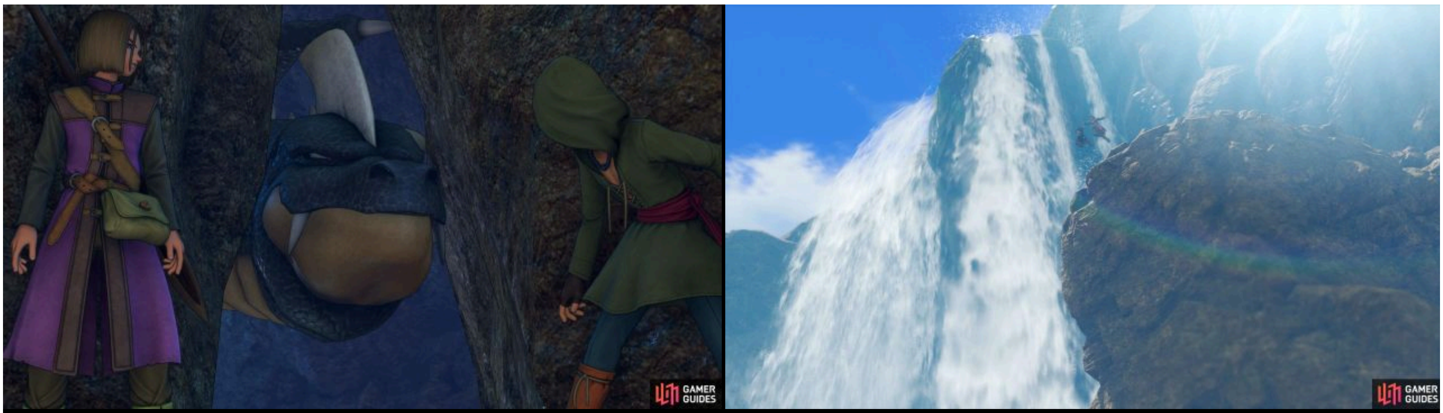
The sewers are dark and gloomy but may provide you with your best chance to escape along with your new partner. At the first intersection, head right to find a Sparkly Spot containing a **Medicinal Herb** followed by a locked door. You'll need a key to get through here so for now, ignore it and take the other path.

Follow the linear path until you reach a bridge where the soliders will catch up to you. Continue to run away from them, if you're caught you'll be thrust into a battle with them. They're not too difficult so long as you pay attention to your HP, healing before it drops too low. Your partner will also assist in battle even though you have no control over him.

Regardless if you fight or not, continue to the next intersection and take a right. Follow your new partner as he helps guide you through without being seen. For the first guard, run to the crates. The second guard requires timing, wait for him to turn his back before dashing past. The final guard is a two part move, wait for him to walk north so you can dash to the crates on your right before waiting for him to walk back, making your way to the north after. Follow the path to the bridge after, it seems you're surrounded however the bridge gives way sending friend and foe to the bottom.

You'll find yourselves in the caves below the sewers, thankfully someone has kindly left a Goddess Statue here, make use of it to save your game. There's only one way you can go from here, so head forward, deeper into the caves. A Black Dragon awaits in the center, this is a foe you are not ready to take on at this moment in time so fleeing is the only option.

Don't hang about, dash towards the screen to avoid the Black Dragon that pursues you until you come to a ledge. The Dragon doesn't let up that easy, continue to dash towards the screen, trying to ignore the other monsters that are fleeing from this fearsome foe. Eventually, the Dragon will resort to belching fire, something our heroes just manage to avoid. It does however alert the nearby soldiers who continue their pursuit. There's only one way off the rock you find yourself on, a plunge into the water below!



You're not strong enough to take on the Black Dragon (left), there's only one way out of this situation! (right)

A Close Call

Awarded for coming face-to-face with incredible danger, and living to tell the tale. G 10

Walkthrough » Act I

Return to Heliodor

GAMER GUIDES

Heliodorian Foothills

Items	Area
Strong Medicine	Church, pot
Flaxen Thread	Church, pot
Single Phial	Back of the Church, barrel
Pointy Hat	Well outside the Church, chest
Hardy Hide	Well outside the Church, pot
Red Eye	Heliodorian Foothills, chest
Seed of Strength	Heliodorian Foothills, far west, chest

Sparkly Spots	Area
Small Scale	Well outside the Church
Sleeping Hibiscus	Heliodorian Foothills, close to The Manglegrove entrance
Antidotal Herb	Heliodorian Foothills, far north
Medicinal Herb, Antidotal Herb, Cottontop	Heliodorian Foothills, northwest, Flower gathering point
Cottontop	Heliodorian Foothills, northwest corner near waterfall
Cottontop	Heliodorian Foothills, open area
Beast Bone	Heliodorian Foothills, far west

Sparkly Spots	Area
Copper Ore x2, Flintstone	Heliodorian Foothills, Ore gathering point
Flurry Feather, Buzzberries x2	Heliodorian Foothills, Tree gathering point
Butterfly Wing	Heliodorian Foothills, outside entrance to Heliodor

Monsters	HP
Fright Bulb	~13
Lampling	~9
Platypunk	~19
Bodkin Archer	~17
Great Sabrecub	~19
Great Sabrecat	~76
Funghoul	~19
Stump Chump	~19

After the opening cinematic, you'll find yourself resting in a bed of a nearby church. It seems you needed some time to recover from your latest escapades and this Church in a new region of Heliodor was the ideal place. Once you gain control, smash the nearby pots to obtain a **Strong Medicine** and a **Flaxen Thread**. Note that you can freely make use of this bed at any time to recover if you need to.

Exit your chambers and head over to the Priest to find out just why she helped you in your time of need and to catch up on the latest news. Following this chat, head outside the Church to speak with Erik. If you're to avoid Hendrick on the way back to Cobblestone then you'll need to take the back route, something that Erik knows all about. He won't offer his help for free however, there's something he left back at Heliodor that he needs first. Agree to help and Erik reveals that he's destined to help the Luminary, he'll don you with a disguise before officially joining the party.

Erik’s Playstyle

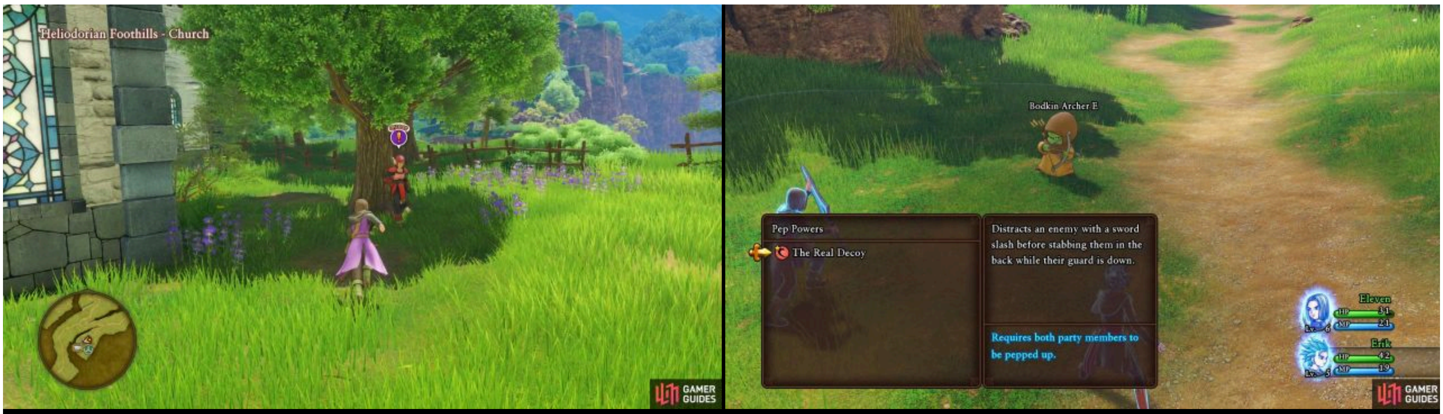
With two party members at your disposal, it’s time to take a look at some of your options. Erik can use Swords, Knives and Boomerangs and each one will vary his playstyle dramatically. To begin with, Boomerangs start of somewhat weak and it’s not until around the middle of Act II when they come into their own, making him a powerhouse. They do however, have the elusive Metalicker ability which can help somewhat with Metal Slime killing even if there’s better alternatives.

Swords are wasted on Erik, his other choices are better so it’s for that reason that this guide will be taking him down the Knives path for now. He’ll learn abilities that will allow him to inflict status effects which he can then inflict six times the regular damage on enemies suffering from them, very useful. On top of that, Erik is your Thief in Dragon Quest XI and with that comes the ability to Steal (or Half-Inch) from enemies, be sure to pick this up as soon as possible. Note that for now, the AI will be controlling Erik unless you change the battle tactics to control him yourself, this is highly recommended.

Finally, you’ll get a short tutorial on how Pep Powers work when you find yourself in a Pepped up state. Once two or more party members are in this state you’ll be able to unleash powerful combination attacks provided the party members in question have learnt the required skills. For now work on getting Erik Sleeper Hit and Pursecutter from the Knives tree along with Half-Inch so he can steal. Also don’t forget to equip Erik with any armor you have lying around and transfer some Medicinal Herbs into his inventory.

Exploring the Heliodorian Foothills

Now that you're a two man army, head to the nearby Warrior and listen to his request. He wants to witness to people fight in tandem, pulling off a Pep Power. Agree to help him to accept **Quest 04: It Takes Two to Tango**, you'll need to use the Real Decoy to defeat an enemy to satisfy him. In order to perform the attack, you'll need both the Hero and Erik in a Pepped up state, something that is largely out of your control until later in the adventure. Stick around fighting battles and as soon as both characters enter the Pepped Up state, use the attack to complete the quest.



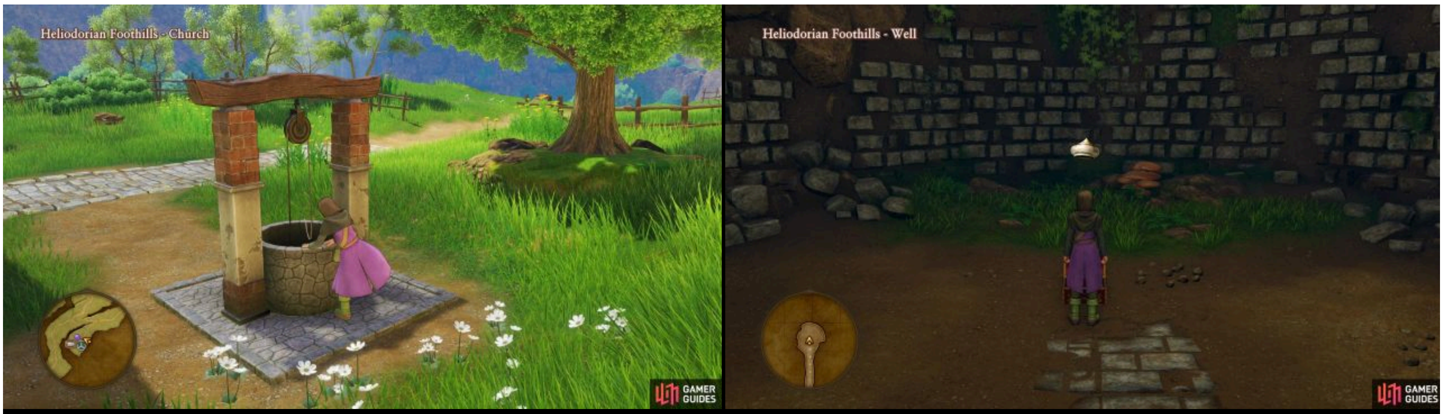
Heliodorian Foothills - Church
GAMER GUIDES
Bodkin Archer E
Pep Powers
The Real Decoy
Eleven
HP 31
MP 21
Lv. 6
Erik
HP 42
MP 19
Lv. 5
GAMER GUIDES

Distracts an enemy with a sword slash before stabbing them in the back while their guard is down.

Requires both party members to be pepped up.

Speak to the man outside the Church to begin another quest (left), once Erik and the Hero are Pepped Up, use The Real Decoy on it to complete the quest. (right)

Your next destination is to the north, back at Heliodor but for now, take the time to explore your new surroundings, there's plenty of items to find. Head around the back of the Church to begin with to find two barrels to break, inside you'll find a **Single Phial**. There's also a well at the front here, climb down to find a three way split. Head north to find a **Pointy Hat** (be sure to equip this right away), to the east you'll find a Sparkly Spot containing a **Small Scale** and finally to the south you'll spot some pots, smash them to obtain a **Hardy Hide**.



Heliodorian Foothills - Church
GAMER GUIDES
Heliodorian Foothills - Well
GAMER GUIDES

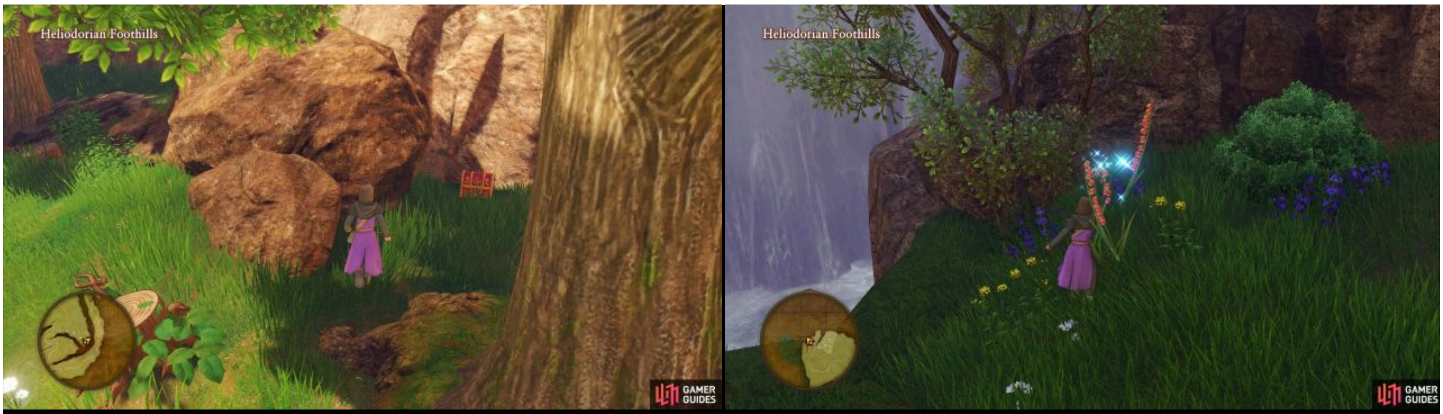
Drop into the nearby well (left), among the items you'll find a chest with a Pointy Hat, equip it right away. (right)

Climb back out of the well and head north to the first intersection. Following the path to the northeast will take you to your objective so ignore it for now and head down the hill to the west. Take a south at the next intersection, there's only one item to find down here very close to the entrance of The Manglegrove near a tree, the Sparkly Spot contains a **Sleeping Hibiscus**. Take the time to fight some of the new enemies here, the Stump Chump will heal his allies so always take care of them first. The Great Sabrecub's can be lethal too if they swipe twice so be sure to keep your HP up.

Tip

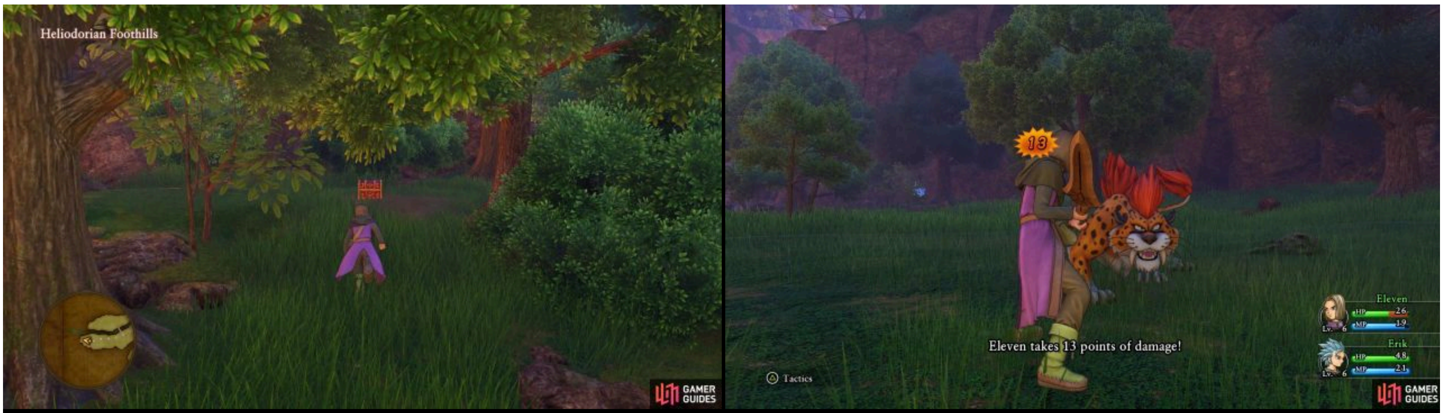
To save yourself some time between battles when recovering HP, open the menu and press the [Square] button and you'll recover everyone's HP to full using the least amount of MP possible. On top of this, you'll obtain the **Worrywort Trophy** for doing it for the first time.

Continue north back to the earlier intersection and head north again, once the area opens up more, search to the southeast corner to find a chest in the corner between a tree and some rocks containing a **Red Eye**. Head north as far as you can from here where you'll find a Sparkly Spot behind a tree containing an **Antidotal Herb**. Head west from this spot to find a rope you can climb, at the top you'll find a Flower gathering point containing a **Medicinal Herb**, an **Antidotal Herb** and a **Cottontop**.



Search in the southeast corner near in the open field before the waterfall to find a hidden chest (left), climb up the rope to reach a Flower gathering point. (right)

Climb back down the rope and head west towards the waterfall, there's a Sparkly Spot in the corner here containing another **Cottontop**. Proceed southeast from here to spot another Sparkly Spot in the corner by a tree containing yet another **Cottontop**. Take the path south now and follow the path all the way to the end, ignoring the bridge for now to find a chest containing a **Seed of Strength**. Make your way back to the bridge and cross over to it, beware of the Great Sabrecats here, although they give great EXP for now, they also have a lot of HP and dish out some nasty damage, keep yourself healed. In this area you'll come across a Sparkly Spot to your right containing a **Beast Bone** and an Ore gathering point containing two **Copper Ores** and a **Flintstone**.



Eleven takes 13 points of damage!

Head past the bridge to the west to find a Seed of Strength in a chest under the trees (left), beware of the Great Sabrecats when you cross the bridge, they hit hard so keep your HP topped. (right)

You've gathered most of the items for now so make your way back to the Church to save and rest if you need to. Hopefully you've managed to complete the quest while you was exploring, if not, fight some more battles until you do. You'll receive a **Gold Chain** for your troubles which will increase your Max HP by 5 along with a small increase in Defense and Charm, be sure to equip this to one of your heroes.

With your business concluded for now, it's time to make your way back to Heliodor to help Erik with his task. Head north from the first intersection and follow the path up the hill, keeping to the right to find a Tree gathering point containing a **Flurry Feather** and two **Buzzberries**. There's just one more item remaining here, follow the path until you reach the stairs leading up and head down the path to the left of them, you'll spot a Sparkly Spot containing a **Butterfly Wing**. Return the way you came and head up the stairs to enter Heliodor once more.

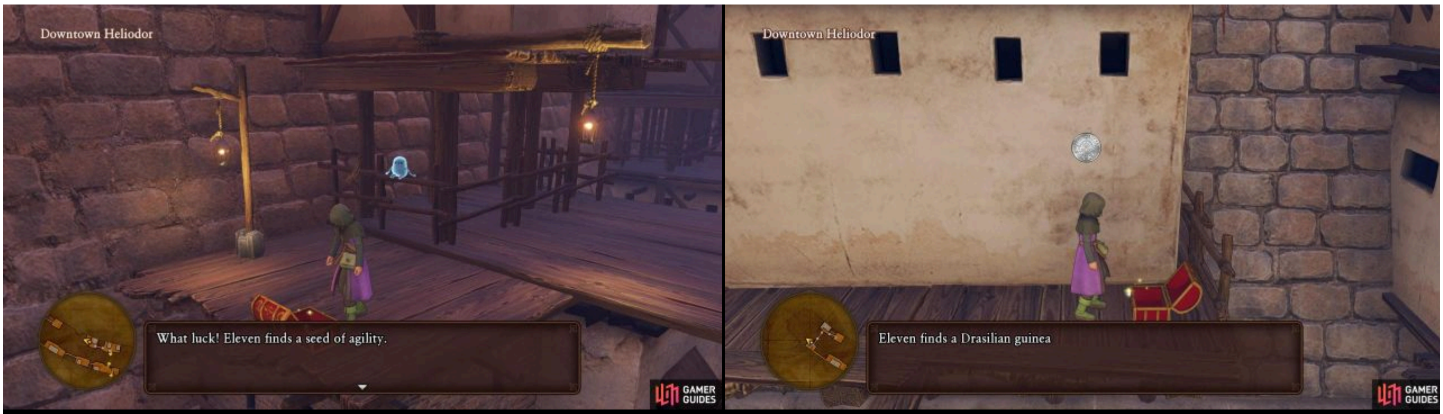
Downtown Heliodor

Items	Area
Chimaera Wing	Inn, pot
4G	West of Church, barrels
5G	Opposite Church, barrel
Horse Manure	Opposite Weapon shop, barrel
Seed of Agility	Upper Layer, chest
Medicinal Herb	West of Item shop, pot
12G	Upper Layer, barrel
Chimaera Wing	Upper Layer, pot
Flintstone	Upper Layer, pot
Drasilian Guinea	Upper Layer, chest
9G	West of Armor shop, under the archway
2G	East of Armor shop, barrel
Antidotal Herb	East of Armor shop, barrel
Flintstone	Ruby's Inn, 2nd floor, pot
Flaxen Thread	Back of lookout tower, barrel
Flintstone	Heliodor, near Downtown entrance, pot
Mini Medal	Heliodor, Derk's Shop, pot

The lower layer of Heliodor is a lot different to the upper layer, poverty reigns supreme here. Erik and his partner stole a precious Orb passed down through generations of Heliodor royalty but Erik had to stash it before he got caught. Before you do anything however, take the time to explore this new part of Heliodor to loot all the items.

Start by heading inside the Inn in front of you to find some pots, inside you'll find a **Chimaera Wing**. Head towards the Church and you'll find some hay that you can leap on, allowing you to reach the barrels here. Smash them to obtain **4G** before using the Church to save should you need it. Opposite the Church are some more barrels you can access by jumping onto the crates, you'll find **5G** in one of them.

Continue along to the Weapon shop, there's a better Dagger for Erik here, be sure to buy it if you have the funds for it. There's two more barrels opposite the Weapon shop, inside you'll find some **Horse Manure** (lovely). Climb the crates next to these barrels to reach the platform above along with a ladder. Up here, carefully walk across the rope to your left to find a chest containing a **Seed of Agility**.



What luck! Eleven finds a seed of agility.

Eleven finds a Drasilian guinea

Climb the ladder to reach the upper layer and find a chest with a Seed of Agility (left), cross over to the other side and climb to the upper layer once more, at the end of the path is a chest you can drop down to. (right)

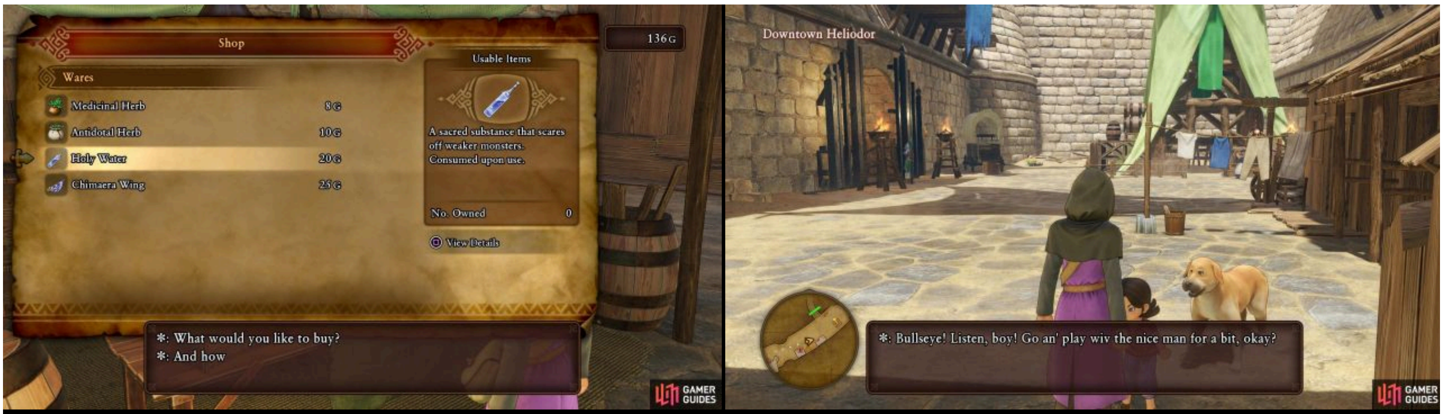
Drop back down where you came from and continue along, to the right of the Item shop are two pots, one of which contains a **Medicinal Herb**. Take the ladder up to the upper layer once more and take a left to find two more barrels to smash containing **12G**. Take the next ladder up and follow the path along until you come across two more pots, one of which contains another **Chimaera Wing**. At the far end you'll reach a sign, hug the wall and carefully walk across the planks, a chest awaits you below but first cross the rope to the other side where you'll find some pots containing a **Flintstone**. Return across the rope and drop down to the chest below, inside you'll obtain a **Drasilian Guinea** which can be sold for a hefty 500G at any shop.

Drop back down to the Lower Layer now and continue along, you'll find Erik's stash just to the east, go ahead and examine it to search for the Red Orb. Unfortunately, it seems like Erik's partner, Derk has taken it and he'll suggest to check out a place the two of them used to frequent. Continue under the archway and look by the right wall, two more pots are here waiting to be smashed and you'll obtain **9G**.

The Armor shop is up next, the only new item on the list is the Boxer Shorts however they're not very useful. Be sure to pick up the Leather Armor for Erik however, sell any coins you may have on you to make up the funds should you need it. Just outside the building that Erik mentioned to you earlier is three barrels, inside you'll obtain **2G** and an **Antidotal Herb**. Head on inside now to discover the person you're looking for, Ruby, is not here and Erik suggests you use the lookout tower to see if you can spot her. Before you leave however, head up the stairs to find two more pots to smash, you'll receive another **Flintstone**.

Exit and continue along to the east, the next door is locked, you'll need the Magic Key in order to access the chest inside. You'll spot the lookout tower up ahead, head around the back of it first to spot some more barrels where you'll find a **Flaxen Thread** inside. Climb the ladder to the top and you'll spot a guard refusing entry to the richer side of Heliodor, take note of the interactions here, you'll need to use these to your advantage shortly.

After spotting the woman in question, climb back down to meet up with Erik once more. Head back to the previous house and talk to the woman, it appears Erik's partner has made quite the living for himself, something which prompts Erik to assume he not only sold the Red Orb but even sold out his partner as well. Unfortunately the guard stands in your way of the exit to the wealthier reaches of Heliodor.



A sacred substance that scares off weaker monsters. Consumed upon use.

*: What would you like to buy?
*: And how

*: Bullseye! Listen, boy! Go an' play wiv the nice man for a bit, okay?

Purchase a Holy Water from the nearby Item shop (left), present this along with a Buzzberry to the girl and gain use of the dog, allowing you to scare away the guard. (right)

Cast your mind back to what you witnessed earlier, there's numerous ways you can solve this conundrum. You can of course choose to pay the guard off, however this will cost you 2000G, something that you'll most likely not have yet. Your best option is to make use of the nearby dog to scare him off. Head back to the Item shop and purchase a Holy Water if you don't already have one before heading over to the girl with the dog near the guard. She'll request a Buzzberry (which you should have picked up before you came here) and the Holy Water you just purchased. The dog will now follow you, head over to the guard to have the dog scare him away granting you access.

Heliodor

Back in Heliodor, smash the nearby pots to obtain a **Flintstone** and then head up the path to the next house. Use the crates once more to reach the roofs and then use the ropes to reach the Royal Square once more. Head over to the southeast house now to find Derk's Shop where Erik will confront his former partner. Derk turned the Orb into the King in order to get a huge reward, with which he paid off the guards to get a quicker release for Erik. Erik buys the story but still laments the handing over of the Orb, however his partner beckons him outside. Before you do that however, head upstairs and break the pots and barrels to obtain a **Mini Medal**. Head outside now to discover that Derk had someone watch where the Orb was taken, noting that it was taken to The Kingsbarrow to the southeast. It's located close in proximity to Cobblestone but you'll need to take the long way around (of course you do) due to the security. That means you'll be heading back to the Heliodorian Foothills via Downtown Heliodor and making for The Manglegrove to the south.

Once you exit Heliodor, you'll find yourself back near the Church from earlier. Your next destination lies to the southwest, The Manglegrove, head there now picking up any materials you come across on your way (they should have respawned by now).

The Manglegrove

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Items	Area
Mini Medal	East path, chest
Forging Ahead with the Fun-Sized Forge: A Beginner's Guide	From Erik at the Camp
Economics of Scale	Camp, in the hut, chest
Copper Ore x2	Camp, in the hut, pot
Small Scale	Camp, in the hut, pot
Copper Ore x2	Camp, outside the hut, barrel
Fresh Water	Camp, outside the hut, barrel
Flintstone	Camp, outside the hut, barrel
Single Phial	Southeast of Camp, chest
Perfectionist Pearls x5	Heliodor Region, east cave, chest

Sparkly Spots	Area
Wakerobin	South of Merchant
Antidotal Herb	South of first log bridge
Small Scale	East path
Antidotal Herb, Wakerobin, Cottontop	Flower gathering point, east path
Buzzberries, Flurry Feather, Pink Pine	Tree gathering point, south of Camp
Copper Ore x2, Flintstone	Ore gathering point, south of Camp

Sparkly Spots	Area
Small Scale	Southeast of Camp

Monsters	HP
Smog	~25
Great Sabrecat	~19
Funghoul	~18
Stump Chump	~19
Dancing Devil	~19
Lips	~23
Sham Hatwitch	~19
Leafy Lampling	~22
Bubble Slime	~22

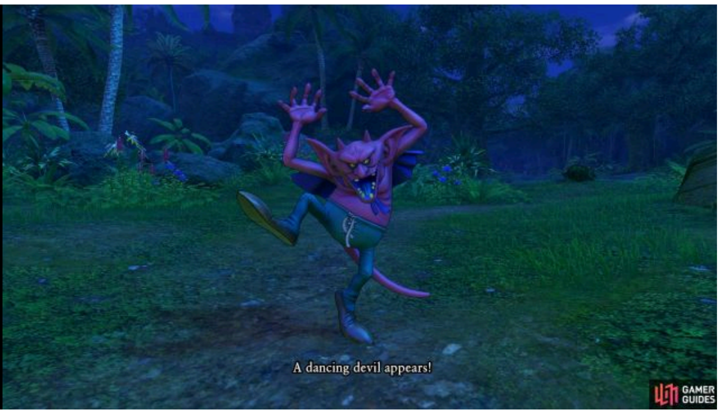
Shortcut through the Jungle

Your journey back to Cobblestone has taken a different route, you'll need to take the shortcut (if you can call it that) through The Manglegrove if you're to beat Hendrick to Cobblestone. As you walk south from the entrance you'll spot a merchant, speak to him to check out his wares. There's not much new here in terms of equipment, there's a new Boomerang for Erik if you're using them on him and you can also grab him a Pointy Hat if you wish. Note also that this merchant sells a few materials in the form of Flintstones, Small Scales and Fresh Water which will be of some use very shortly.

The monsters of The Manglegrove are similar to the ones you encountered back in the Heliodor Region with a few exceptions. The Dancing Devils can make your characters dance causing you to miss a turn while they're getting down to the imaginary music. Lips are weak monsters that shouldn't pose any threat at all but Sham Hatwitches can be tricky if you're not careful as they have the ability to cast Flame Breath causing fire damage to both party members. Leafy Lamplings will counter any attack you throw at them but otherwise pose little threat and finally the Bubble Slimes can inflict poison on you, hopefully you have lots of Antidotal Herbs on you.

The Manglegrove
GAMER GUIDES

*: Moooooo! Let's see what kind of weather we can look forward to! Moooooo!



A dancing devil appears!

talk to every cow you come across (yes, really) as they'll not only tell you the weather for the next day but also unlock a Trophy eventually. (left), Beware of Dancing Devils dance moves, he can put a character out of action (right)

Continue south to the first open area, you'll spot your first Sparkly Spot behind the stone column containing a **Wakerobin**. Continue across the bridge and keep to the right, the next Sparkly Spot is here by a tree containing an **Antidotal Herb**. As you round the corner in this open area, look for a Cow in the northwest section and speak to it. These helpful Cows will give you a weather forecast on the current region and on top of that, will unlock a Trophy after speaking to 10 different Cows.

The west path leads to a dead end for now so take the east path and follow it until you reach the next open area, search the ground to the left as you enter this area to find another Sparkly Spot containing a **Small Scale**. Continue along this path and climb the ledges to find a Flower gathering point containing **Antidotal Herb**, **Wakerobin** and a **Cottontop**. You'll also find a chest on the ledge sticking out containing another **Mini Medal**.

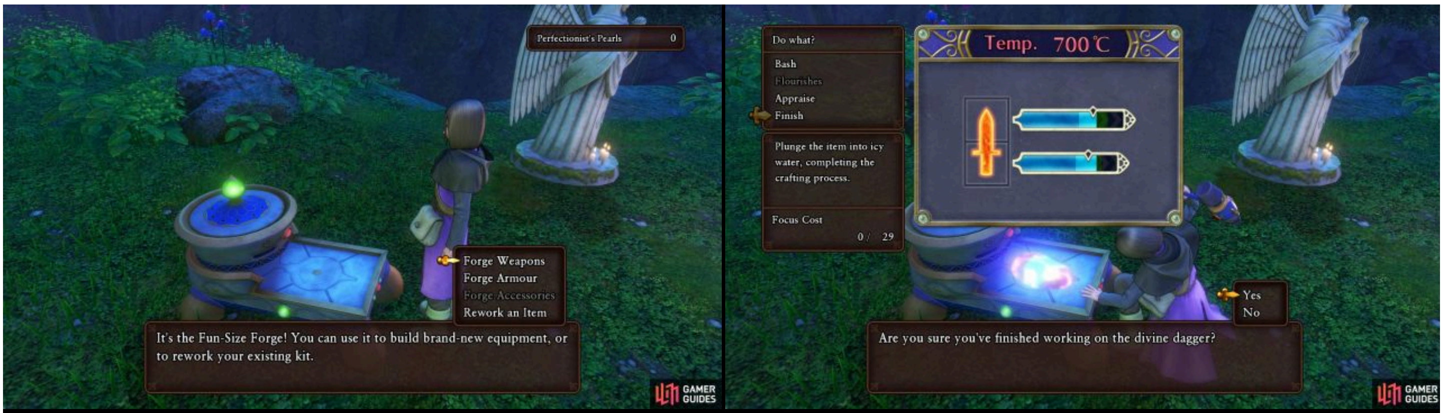
The Fun-Size Forge

Head back to the center intersection and head south across the bridge, don't be alarmed about falling off to where the Gigantes are, you won't be able to reach that area for a while yet. Erik will welcome the nearby camp and take the chance to rest. As he reminisces about his partner he remembers a treasure they *borrowed* a long time ago, the Fun-Size Forge, a tool you can use to forge new pieces of equipment. Of course to make use of it you'll need not only the materials but also a Recipe Book which Erik kindly hands one over to you. This book will teach you the recipes for Bronze Swords and Divine Daggers. You'll also discover that you can find more Recipe Books all over the world so be sure to check out every bookshelf you come across now.

Note

Recipe Books can be found not only in bookshelfs but also as rewards for quests and even in some treasure chests. There's a lot to discover but making use of the Fun-Size Forge will put the party in it's best possible state.

You'll get a tutorial on how forging works now before being prompted to forge something from the Recipe Book that Erik gave you. You can forge Weapons, Equipment and Accessories at the forge and provided you have the materials and recipes, is the best way to outfit your party in Dragon Quest XI. Even old equipment is not useless, you can rework them with the Perfectionist Pearls you receive for successfully creating a piece of equipment. This lets you raise the stats on a piece of equipment that you've been using previously. Go ahead and choose a weapon to forge, if your Hero is using Greatswords then ignore the sword and forge the Divine Dagger for Erik instead. You'll need a Copper Ore and a Fresh Water to go ahead with the creation.



It's the Fun-Size Forge! You can use it to build brand-new equipment, or to rework your existing kit.

Plunge the item into icy water, completing the crafting process.

Are you sure you've finished working on the divine dagger?

You can forge all manner of items every time you camp (left), for now you can only do a simple bash but later on you'll be able to apply flourishes to help you reach the diamonds on the bar. (right)

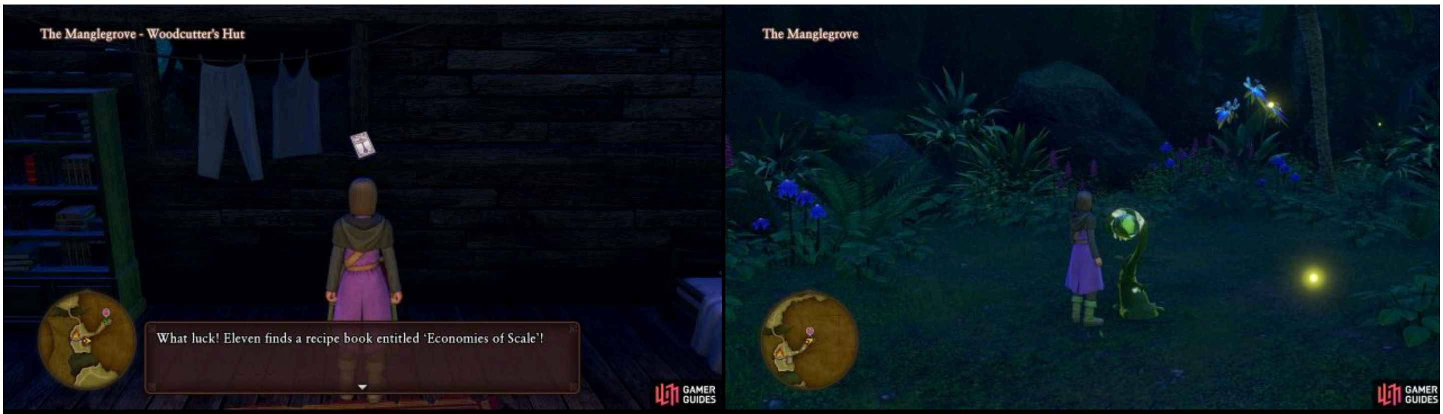
You'll now be taken to the creation screen where you'll need to bash the materials into shape. You'll see at the bottom how many focus points you have to play with and you'll want to aim for the green sections of the gauges, this will increase the quality of the equipment you're creating. For now all you can do is simply strike at each gauge however later in the adventure you'll be able to use Flourishes with special properties. Once you've reached the green area for each gauge (and hopefully landed on the diamond) then finish up to complete the forging process. If you had at least one in the diamond area then you'll most likely create a +3 version of the weapon and receive three Perfectionist Pearls.

The next tutorial will clue you in on their usage, when you successfully complete a craft you'll obtain a number of pearls based on the quality of your craft. You can then take these pearls to rework a piece of equipment and enhance it further with the peace of mind that the equipment won't be lost if you fail the reworking process. If you have the pearls on you, try to enhance the Hero's Greatsword, this will make the next couple of areas a lot easier.

Definitive Edition

In the Definitive Edition of the game, you will have access to the Fun-Sized Forge anywhere you want, instead of just at campsites. Either use it from the Important Items menu, or simply press Options to access it from that little menu.

The next morning be sure to equip Erik with the new Dagger you created, this has the added bonus of increased damage against Zombie type enemies. Save your game if you need to and then head into the nearby hut to find a chest containing the **Economics of Scale** Recipe book along with some pots containing two **Copper Ores** and a **Small Scale**. Return to the camp and use the forge once more, you should hopefully have the materials to forge some Scale Armor for the Hero along with the Scale Shield for him if you're using Swords (remember you can purchase Small Scales from the Merchant to the north of the area).

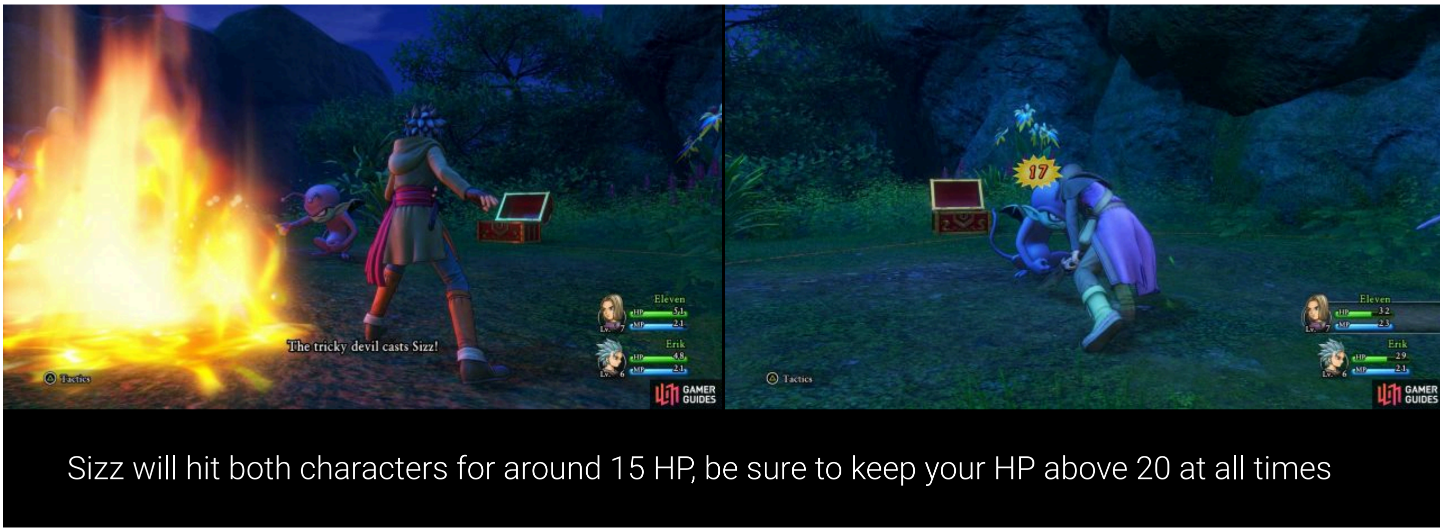


What luck! Eleven finds a recipe book entitled 'Economies of Scale'!

Head inside the Cabin to find a chest with another Recipe Book (left), behind the Cabin you'll find a root which will show you events from the past. (right)

With all of that forging out of the way, head east to spot a dog whining who will then proceed to follow you around. Break the barrels next to him to obtain two **Copper Ores**, a **Flintstone** and some **Fresh Water**. Follow the path to the east to spot a strange root that seems to react to the Hero's mark on his hand, hold out your hand. You'll get a glimpse into the past where Tricky Devil turns the poor Woodcutter into a dog due to him fixing the bridge, a bridge you need to use to exit The Manglegrove. You'll need to track down the chest that the monster hid in if you're to restore the Woodcutter.

Return to the large area in the center of the jungle and this time take the west path you ignored earlier to find the chest. Following it's poor attempts at trying to surprise you the Tricky Devil will instead launch an attack on you. Think of this as more of a mini boss, it has slightly more HP (145) than regular encounters but is not as dangerous as a boss. You'll want to keep your HP above 20 as he can hit you with group attacks and keep in mind that the battle could drag on if it decides to heal himself constantly.



The tricky devil casts Sizz!

Sizz will hit both characters for around 15 HP, be sure to keep your HP above 20 at all times (left), regular attacks are your best form of damage against the devil. (right)

With the battle won, the Woodcutter will be transformed back into a human and will thank you, offering to repair the bridge. He'll also give you a bit of insight into that mysterious root and the Yggdrasil Tree at the centre of the world.

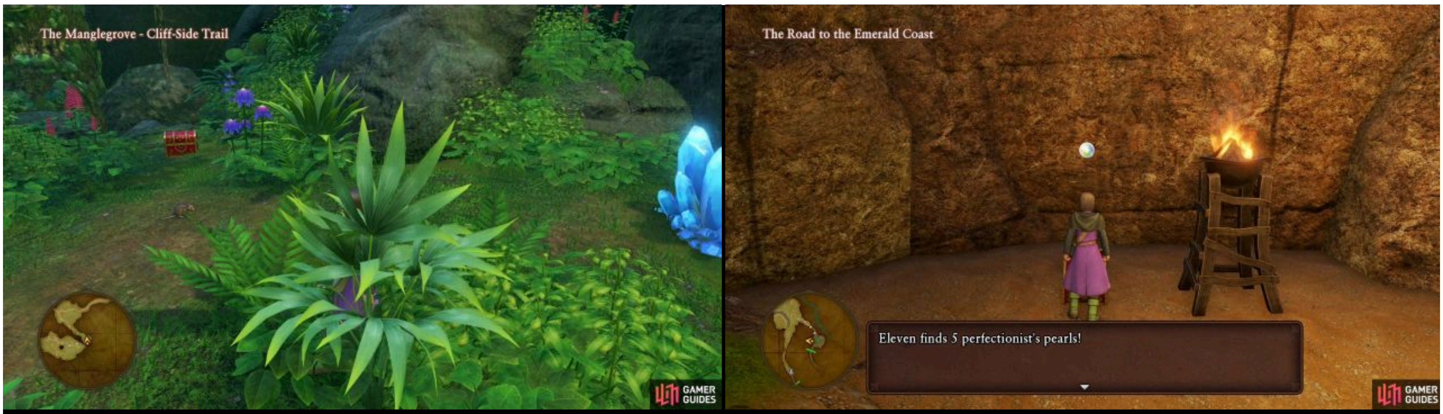
The Power of the Luminary

Awarded for witnessing the power of the Luminary first-hand.

G 10

With the bridge now repaired, head across to find the Merchant from earlier. Although he has the same wares, you can now make use of the materials he has on him should you feel the need to dabble in more forging. Search to the east of his location to find the next Weather Cow, making sure you speak to it in the process. The enemies on the south side of the jungle are a little trickier but shouldn't pose a threat either way. Make your way to the southeast of this large open area to spot a Tree gathering point containing **Buzzberries**, a **Flurry Feather** and a **Pink Pine**. Both paths to the east lead to the same area so take the southern of the two for now.

Search along the north of the next area here to find a Sparkly Spot containing another **Pink Pine**. At the far end of this path you'll come across a rope, take it up to the top to find an Ore gathering point containing two **Copper Ores** and a **Flintstone**. Just north of this Ore is also another chest, this one containing a **Single Phial** and then hug the left side of the map as you travel north to find the last item in The Manglegrove, another **Small Scale**. With your business concluded here, take the eastern path back to the Heliodor Region.


The Manglegrove - Cliff-Side Trail
The Road to the Emerald Coast
GAMER GUIDES
GAMER GUIDES

Eleven finds 5 perfectionist's pearls!

You'll find the last chest of The Manglegrove hidden next to the nearby Crystal (left), make a detour into the cave to snag this chest before entering Cobblestone. (right)

You'll find yourself back near the entrance to Cobblestone but before you head there, make a short detour to the east and into the cave you see. To the south of this cave is a chest containing five **Perfectionist Pearls**. Return and take the south path back to Cobblestone at long last.

Cobblestone and The Emerald Coast

GAMER GUIDES

Cobblestone Revisited

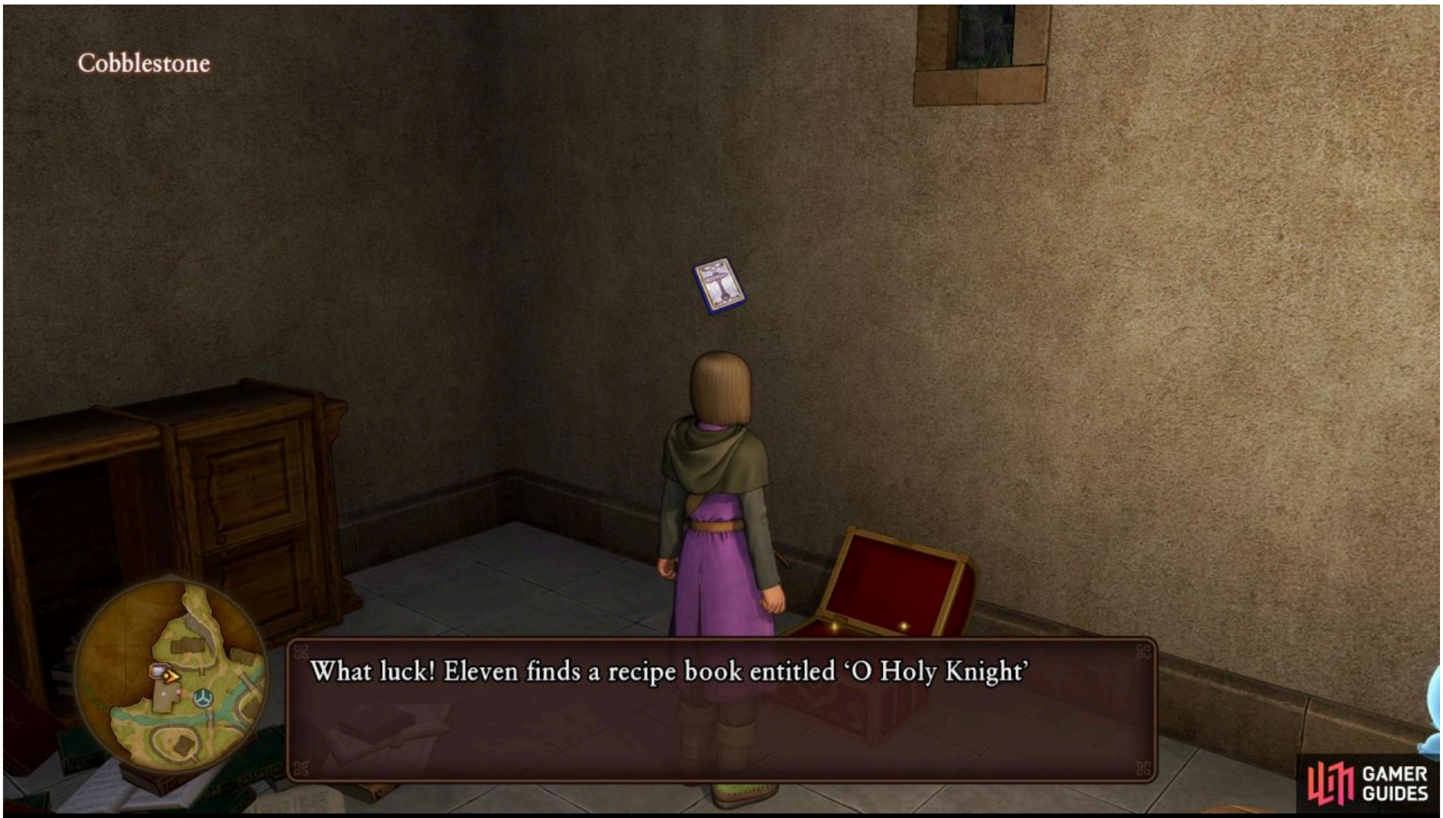
Items	Area
O Holy Knight	Cobblestone Church, chest

You've finally reached Cobblestone after your long journey through The Manglegrove and it looks like the village is fine. Upon speaking with the nearby villager, who doesn't seem to recognise you, you should head back to your house. Upon speaking to Amber, it appears her son (you) is only six years old and screams you out of the house, strange. Upon leaving the house you'll spot a young girl and a dog down by the tree.

Make your way down to her and speak to her, helping her get a scarf down from the tree (again?). After mistakenly thinking you're looking for yourself, the girl (also named Gemma) runs off in the direction of where he should be. Take off after her, heading to a part of the village you haven't been to and approach the young boy and old man on the pier.

A boy, who looks strikingly similar to the Hero want's to help Gemma get her scarf down, thankfully for him you've already done that. As the two run off, you discover that you've actually wandered into here from the future and you're in the past of Cobblestone. The Hero's Grandad, Chalky, gives him directions following the exchange to seek out a three-sided rock at Cobblestone Falls to the east of Cobblestone.

Make your way back up to the village to find Gemma and the Hero once more. Eventually, this too will fade and you'll witness the grim reality of present day Cobblestone. With the town in ruins, all you have left to do is to follow the advice of the Hero's Grandad and seek out Cobblestone Falls. Erik also discerns that the mark of the Luminary allows the Hero to witness the past through the roots of the Yggdrasil.



What luck! Eleven finds a recipe book entitled 'O Holy Knight'

Head into the ruined Church to find a chest with a new Recipe Book.

Head over to the Priest standing outside the Church and save your game should you need to and then head into the Church itself. There's a bed here you can use to rest in along with a chest containing the next Recipe Book, the **O Holy Knight** which will allow you to forge a Templar's Uniform at the next camp. There's nothing left you can do for Cobblestone for now, take the north exit back to the Heliodor Region and take the east path to reach The Emerald Coast.

The Emerald Coast

The Emerald Coast
GAMER GUIDES

Items	Area
Hardy Hide	Emerald Coast, west of cow, chest
13G	Shack south of Camp, pot

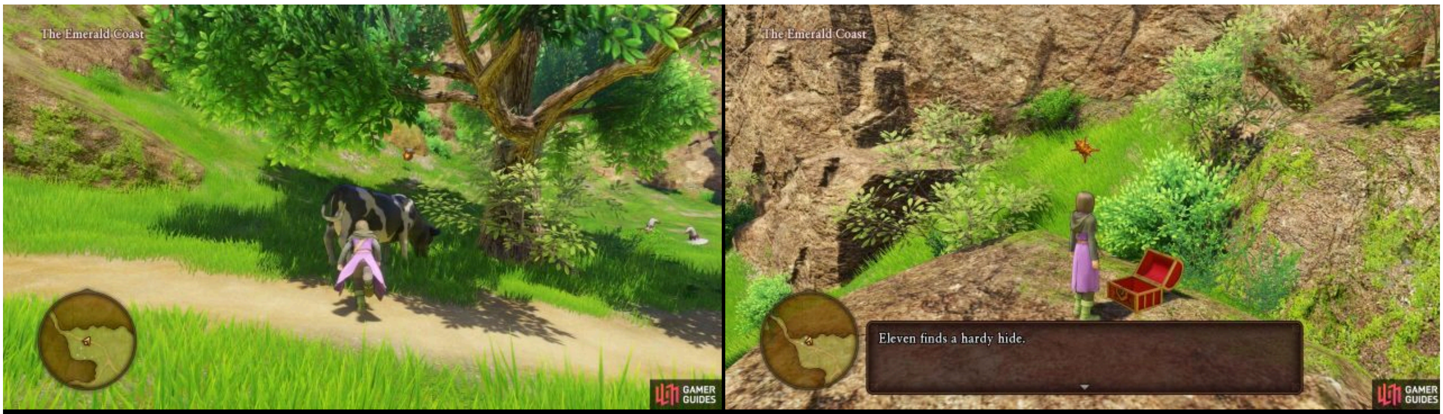
Sparkly Spots	Area
Fresh Water	Cobblestone Waterfall
Pink Pine	Emerald Coast, northwest
Antidotal Herb	Emerald Coast, northwest path
Antidotal Herb	Emerald Coast, northwest path
Butterfly Wing	Emerald Coast, central area
Flurry Feather, Buzzberries, Sparkly Sap	Northeast of Camp, Tree gathering point
Cottontop x2, Sleeping Hibiscus	South of Camp, Flower gathering point
Water Sedge	Southwest on the beach
Water Sedge	Southeast on the beach

Monsters	HP
Sham Hatwitch	~19
Leafy Lampling	~22
Bubble Slime	~22
Gloomy Grublin	~22
Healslime	~25

Monsters	HP
Eggsoskeleton	~19
Khalamari kid	~22
Crabid	~21
Garuda	~40

The Emerald Coast is a large area taking up the southern part of the Heliodor Region. First things first, take the path down to Cobblestone Falls and look for the rock mentioned earlier. You'll dig up a box containing two letters which once read, will shed some light on who the Hero is and more about his journey. It seems your path is set for now, use the Keystone from the box to travel to other lands and discover why you've been branded The Darkspawn. First things first however, Erik still needs to get that Red Orb back from the The Kingsbarrow up ahead.

Search the small island to the west of this rock to find some **Fresh Water** and then continue east along the path. The area opens up here, your destination is to the southeast however take the time to explore the area to fight new monsters and find the items. Begin by hugging the left wall and following it to a Sparkly Spot containing a **Pink Pine**. From this position, head north to the other side where you can find the next Weather Cow along with a chest on the cliff to the west of it containing a **Hardy Hide** (a bit of a let down to find this in a chest). Take the west path toward the Heliodor Region to find two more Sparkly Spots containing an **Antidotal Herb** in both spots.



Eleven finds a hardy hide.

You can find another weather cow to the northwest of the area (left), search on the rocks above this cow to find a hidden chest. (right)

Return to where the Weather Cow was and head east along the northern part of this large area to find the next Sparkly Spot by a rock containing a **Butterfly Wing**. Continue along to the east until you reach a camp, rest the night and save your game and then access the forge. You'll notice that the forge has increased in Level, this will allow you to forge more difficult Recipes with ease and at higher levels, unlock flourishes. For now, be sure to forge a Templar's Uniform for Erik, this will require Buzzberries and Cottontops. If you was unable to +3 it then try reworking it if you can to reach it.

Check out the Item shop here while you're at it, you can purchase a Templar's Uniform if you don't have the ingredients (it's best to get the ingredients yourself however) and there's a new Greatsword on sale. If you already have a Copper Chopper +3 then this will be worse unless you buy it and +3 it through reworking, the call is yours. The Merchant also has more materials available to buy should you need to stock up on any.

Upon leaving the camp, head northeast to the Tree gathering point to obtain a **Flurry Feather**, **Buzzberries** and a **Sparkly Sap**. Search south from here, towards the beach to find a Flower gathering point containing two **Cottontops** and a **Sleeping Hibiscus**. Continue southwest to the beach to find the next Sparkly Spot, this time containing a **Water Sedge**. Head on over to the shack now and break the pot inside for **13G** before heading to the other side of the beach for another Sparkly Spot, this one containing some more **Water Sedge**. You won't be able to head to the east yet, Erik will remind you that first you need to help him retrieve the Red Orb so head back to the Camp to rest up before exiting the area to the south.

The Kingsbarrow

GAMER GUIDES

Items	Area
Single Phial	Entrance, inside tent, pot
Strength Ring	Upper Level of the Temple, outside, chest
Templar's Uniform	Basement 1F, chest
Seed of Defense	Basement 3F, chest, requires Eggsoskeleton
Put a Feather in your Cap	Basement 3F, chest, requires Eggsoskeleton
Magic Water x2	Basement 3F, chest

Sparkly Spots	Area
Hardy Hide	Upper Level of the Temple, outside
Wing of Bat	Northeast room

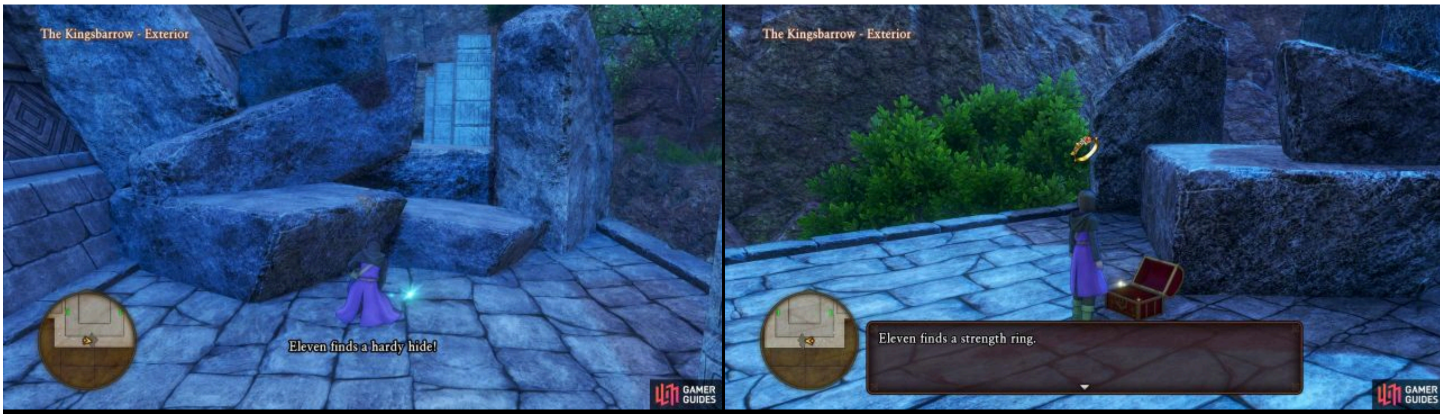
Monsters	HP
Smog	~25
Healslime	~25
Eggsoskeleton	~19
Little Devil	~25
Mecha-mynah	~24

The Search for the Red Orb

You've got a destination in mind now from the letters you received but first things first, it's time to get back Erik's Red Orb. You'll begin at the north of the map, head south towards the nearby tent and search inside, you'll find a pot containing a **Single Phial**. That's all there is out here so make your way up the stairs ahead and into the Temple itself.

Upon entry of The Kingsbarrow, Erik rushes over to the corpses of Heliodor soldiers on the ground in front of you. The gust of wind that follows causes more unease as you notice the presence of stairs leading down. Make your way down these stairs to the next floor and follow the path to the first intersection. You'll notice Little Devils roaming around here, watch your HP when you're fighting more than one as they can hit you with group attacks. Take a right at this intersection and climb the ledges to find yourself back outside. Take the path to the south and follow it to the rubble where you'll discover a Sparkly Spot containing a **Hardy Hide**.

Head back inside and return to the intersection, taking the path to the right. Take the time to fight the Little Devils in the next room to prevent them from chasing you around the area and then continue through the larger room until you reach then next intersection.



Eleven finds a hardy hide!

Eleven finds a strength ring.

Search either side of the Exterior to find a Sparkly Spot (left), along with a chest containing a Strength Ring. (right)

Tip

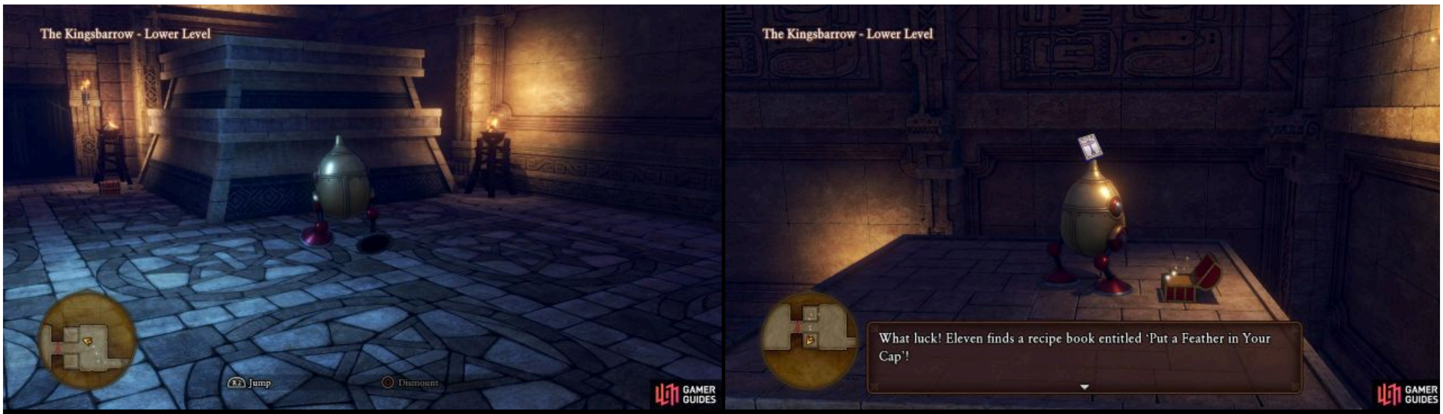
If you're not yet Level 9 then take the time to fight the enemies around this area for some much needed Exp. If you manage to reach Level 10 here, Erik will learn the useful Rubblerouser spell along with a new Pep power with the Hero, Scorched Earth.

Continue on at the next intersection and then climb some ledges once again to find yourself back outside. Head south here to reach the otherside of the rubble you found the Sparkly Spot at where a chest will be waiting for you containing the useful **Strength Ring**. This will increase the user's Attack by

5 and is a good shout for the Hero to make his Greatsword attacks all the more powerful.

Return to the interior of the Temple and head north, there's another Sparkly Spot in the middle of the three Mecha-mynah's here. Defeat all of them for some useful Exp and then pick the item up containing a **Wing of Bat**. Head west to exit this room and reach another intersection, continue on to find a chest behind the group of Smogs containing a **Templar's Uniform**. Return to the intersection and follow the path down the stairs.

Follow the linear path down the next sets of stairs until you reach the next open area where you'll be given a tutorial on Monster Mounts. You'll notice at times monsters that give off a sparkle, these monsters, when defeated, will allow you to mount them. This opens up new exploration possibilities such as the Eggsoskeleton allowing you to jump higher.

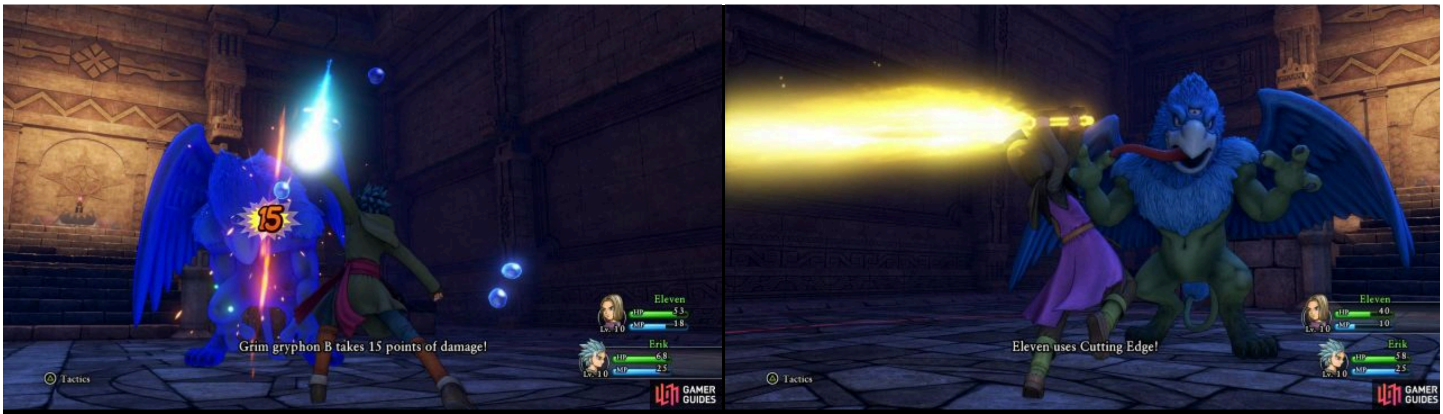


What luck! Eleven finds a recipe book entitled 'Put a Feather in Your Cap'!

Defeating sparkling monsters will allow you to mount them (left), allowing you to leap up to the chests in front of you. (right)

Make immediate use of this feature, head over to a sparkling Eggsoskeleton and defeat it in battle in order to mount it by interacting with it. You can now press the [R2] button to jump higher, do this to reach the right platform to find a chest containing a **Seed of Defense**. Jump over to the platform opposite of you now to find a second chest, this one contains your next Recipe Book, **Put a Feather in Your Cap** which will allow you to craft a Feathered Cap. Finally, drop down to where the door is to find the final chest, this one contains two phials of **Magic Water**. Before you head through the doors here, prepare yourself for a mini-boss by healing the Hero and Erik to full HP and making sure they have full of MP (thankfully you just received two Magic Waters).

You've managed to find the Orb but it seems you're not the only ones here for it as you also discover the source of the bodies. If you want to take the Orb back, you're going to need to fight for it. The Grim Gryphons are nothing special to worry about although they do have around 130HP each. You'll want to keep your HP up, these monsters can cast Whoosh on the entire party along with slowing you down with Deceleratle. That aside, hopefully you're fortunate enough to have both party members Pepped up and can use your new Scorched Earth ability on them. If you've already unlocked Sleeper Hit with Erik, you can put it to good use here by sleeping them and having the Hero bombard them with Sizz.


Grim gryphon B takes 15 points of damage!

Eleven uses Cutting Edge!

Using Sleeper Hit can allow you to focus on one enemy at a time (left), if you have Cutting Edge already, put it to use to deal major damage to the gryphons. (right)

With the monsters out of the way, Erik finally claims the Red Orb although he questions why monsters are after it in the first place. More mysteries continue to pile up around you but for now, it's time to heed the Hero's grandad's advice and make for the Door of Departure to the east. You'll have to make your own way out of the Temple, either fight your way back for more Exp or use the Evac spell to return to the entrance.

Back outside, head back to the Camp in The Emerald Coast (or better yet, use one of the many Chimera wings you have on you) to rest up and save your game. You should notice that the forge has leveled up again and if you're at least Level 10, your first flourish will unlock for it. This will allow you to strike at two gauges at once, very useful. Take this time to forge a Feathered Cap for both the Hero and Erik, you'll need a Hardy Hide and a Flurry Feather for the ingredients. Be sure to equip your new armor and then begin the journey to the east as you pass under the tree to continue on. As you make your way to the Door it will dawn upon you that Hendrick has caught up to you and a chase breaks out. Erik and the Hero escape just in time to avoid Hendrick, although his words of hunting you down rings in your ears.

Terra Incognita

Awarded for making your way to an unknown land.

G 10

Hotto and The Hotto Steppe

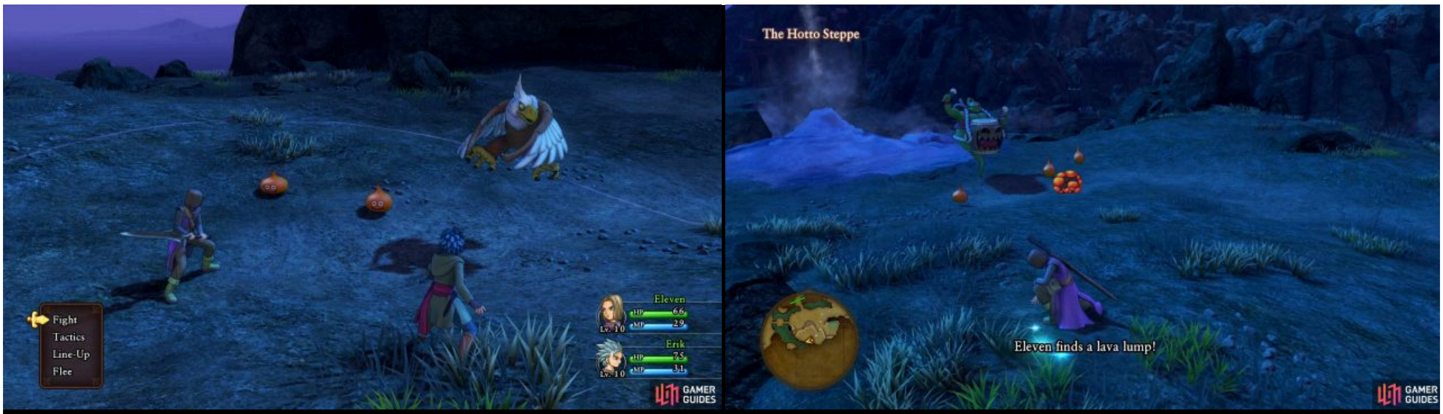
The Hotto Steppe (Eastern)

Sparkly Spots	Area
Warmaline	East of Hotto
Lava Lump	Southwest of Hotto

Monsters	HP
Garuda	~40
She-slime	~25
Drohl drone (Night only)	~28
Bongo Drongo	~44

The Hotto Steppe is a vast area located on the island southeast of Heliodor, you've been carried a long way. Taking a quick look at the map, you'll spot the town of Hotto somewhat close to your location. For this reason, explore the eastern side of the Steppe before heading into Hotto, you'll be exploring the rest after.

A Priest is kindly waiting for you near where you depart the Door, make use of him to save your game and then head down to the Merchant and check out his wares. There's nothing fantastic here and you should already be equipping better gear however the materials he sells are somewhat useful, especially the Hardy Hides.



Garuda's can damage the entire party with its flame based attacks (left), snag the Lava Lump to the south before heading into town. (right)

Head south now and follow the path as it heads west, the new monsters here shouldn't pose a great threat provided you're at least Level 10. The Bongo Drongo can be a little troublesome if caught off guard, he has the ability to call more monsters to battle along with increasing the attack power of all enemies so make him your main priority in any encounters. Once you reach the area just south of town, search along then north cliff to find a Sparkly Spot containing a **Warmaline**. Head southwest from this location and up the hill to discover another Sparkly Spot to the southwest containing a **Lava Lump**. There's nothing else to see here for now, the rest of the Hotto Steppe will be explored in due time so for now, head north and enter the village of Hotto.

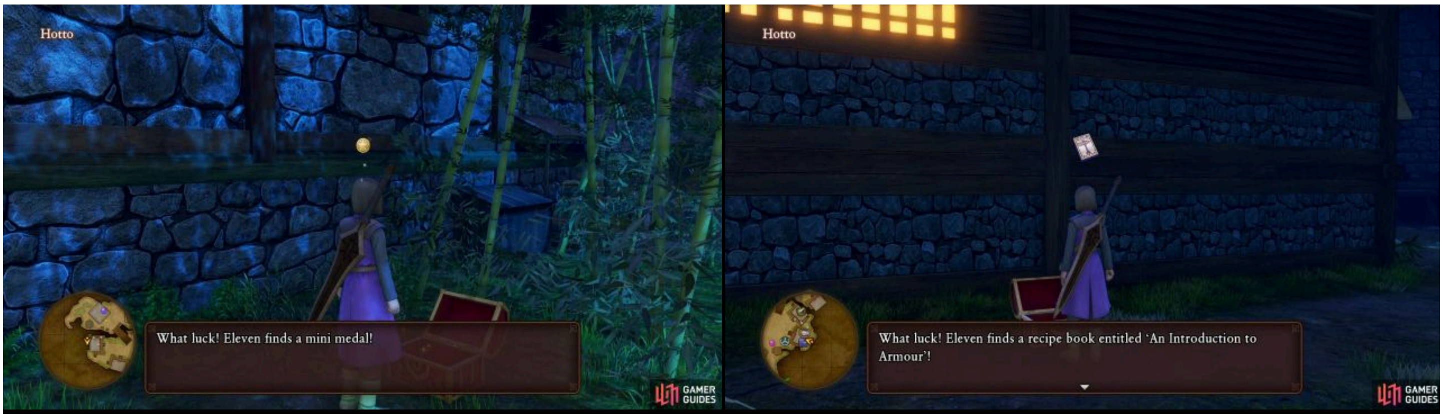
Hotto

Items	Area
Flaxen Thread	Central, southwest house, wardrobe
100G	Central, west house, wardrobe
Mini Medal	Central, behind west house, chest
20G	Central, east of Item shop, pot
An Introduction to Armor	Central, behind Inn, chest
Plain Clothes	Central, Inn, wardrobe
Copper Ore	Northwest, behind Item Shop (2), barrel
Lamplight	Northwest, behind Item shop (2), barrel
Perfectionist Pearl x5	North Temple, outside, chest
Strong Medicine	North Temple, outside, pot
14G	Northeast, behind the first building, pot
6G	Northeast, behind the first building, pot
Single Phial	Behind the first building, pot
Twenty-Four Carats of Class	Northeast, quest 05 giver
Gold Ore x2	Northeast, next to quest 05 giver, chest
Hardy Hide	Northeast, house to the east of equipment shops, pot
Flaxen Thread	Northeast, house to the east of equipment shops, pot
Pretty Betsy	Northeast, outside bathhouse, barrel

Sparkly Spots	Area
Warmaline	Central, behind furnace
Flurry Feather	Northwest, far west corner
Cottontop	North, path south of the Temple
Holy Water	Northeast, in the baths
Holy Water	Northeast, in the baths

Hotto is a peaceful village based at the base of a Volcano, it’s for this reason that the man that confronts you has just built some steam baths and let’s you in on the deal going around to commemorate it’s opening, one free use. Erik will make his way with the man to the baths, leaving you free to explore the village.

To start with, begin your search around the central area of Hotto and head to the house on your left, there's a wardrobe here containing a **Flaxen Thread**. Exit this house and enter the next house to your west, inside you'll find another wardrobe, this one containing **100G**. Leave the house and head around the back of it to the northwest corner to find a chest containing your next **Mini Medal**.



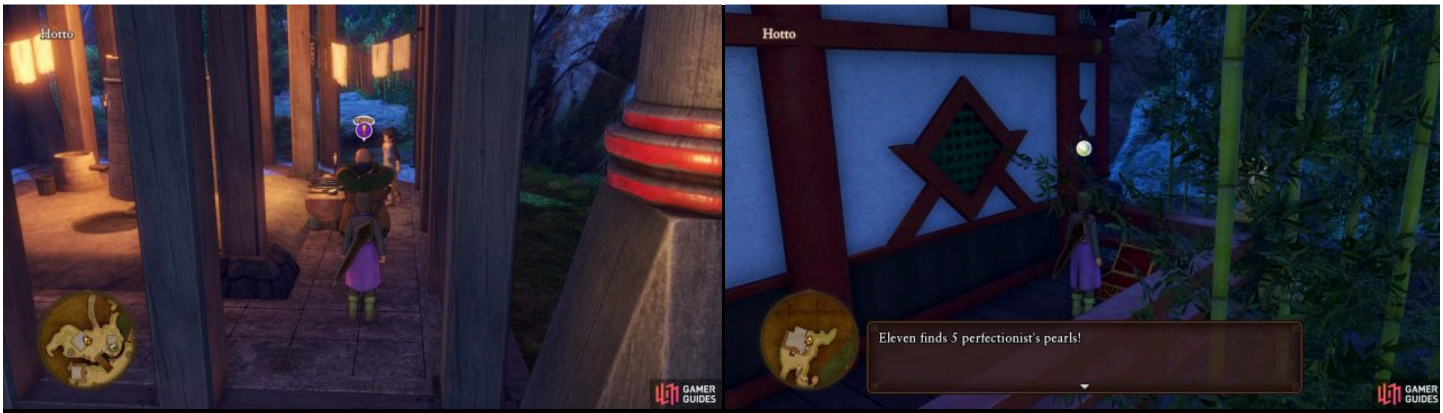
What luck! Eleven finds a mini medal!

What luck! Eleven finds a recipe book entitled 'An Introduction to Armour'!

Search behind the western house to find a chest with a Mini Medal (left), you'll find another chest behind the Inn with a new Recipe Book. (right)

Head back into the centre and note the large furnace to the north, search behind it to find a Sparkly Spot containing a **Warmaline**. To the east of the furnace is the first Item shop although the old man inside only sells basic Items. Do however, search to the east of the shop to stumble upon some pots below the walkway, you'll pocket yourself another **20G** from smashing them. While you're down here, search around the back of the Inn to find a chest waiting for you, your next Recipe Book, **An Introduction to Armor**. This will allow you to forge a set of Bronze Armor. Enter the Inn itself now and head upstairs to the second room, there's two wardrobes here with one containing some more **Plain Clothes**.

Exit the Inn and head up the northwest stairs to find a second Item shop, this one has a few more items for you including a pair of Slime Earrings should you feel the need for some extra Charm. Search behind this shop to find some barrels containing a **Copper Ore** and a **Lamplight**. Head to the west of the Item shop where you'll find the next Quest giver, he's a Blacksmith and wants you to assist him in tracking down some Iron Ore (found to the west of the Hotto Steppe), agree to help to begin **Quest 06 - Smiths and Sparkly Spots**. Wait until you head back out to the Hotto Steppe to track it down, the reward is an I Love Iron Arms Recipe Book!



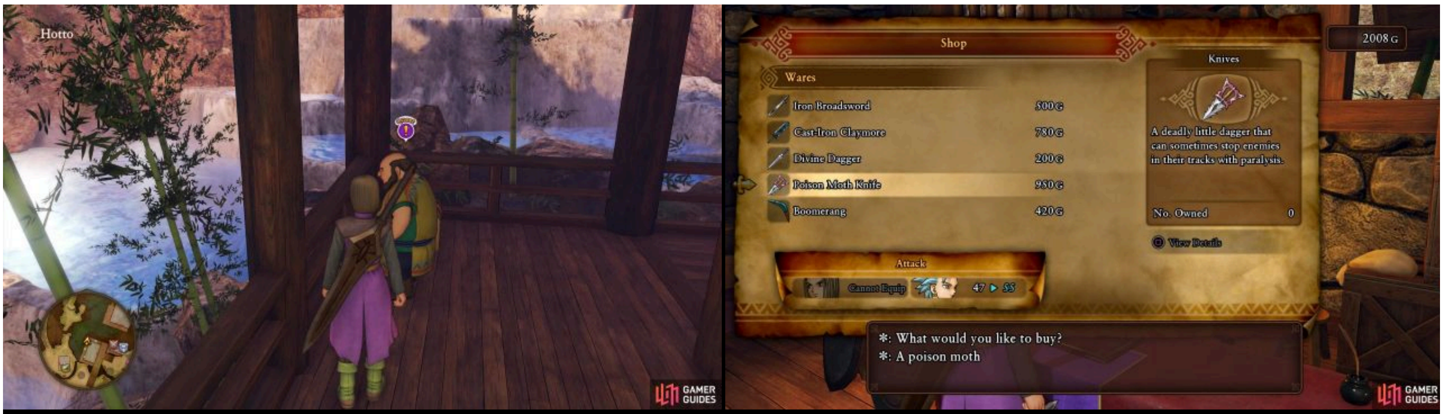
Eleven finds 5 perfectionist's pearls!

You'll find a simple quest to the northwest of town (left), head up the steps to the shrine and search outside for another chest. (right)

Follow the short path to the west here, past the bamboo trees to find another Sparkly Spot, this one containing a **Flurry Feather**. Follow the stairs to the north as you reach a large temple. Climb the stairs to reach the walkway and follow it to the right to find another chest, five **Perfectionist Pearls** are waiting inside for you. Before you leave this area, head back down from the walkway and head east behind the building, there's more pots to smash and you'll nab yourself a **Strong Medicine** in the process. Head south down the slope rather than the stairs to find another Sparkly Spot at the end containing a **Cottontop**.

Return back to the entrance of the village and take the northeast stairs up now. A young girl is thrown out of the bar, it appears they're not willing to help her find her sister. Upon learning your name, she leaves you to go and speak to the guards at the entrance remarking that she may know you in some way, interesting. For now, head into the building to your left and out through the other door. Search to the left to find some pots to smash and obtain **14G** before heading along the otherside of the walkway to find some more pots to smash containing **6G** and a **Single Phial**.

Speak to the man here, he'll let you know that his son is getting married and wants your help in forging a Gold Ring +1, agree to assist him and he'll hand over the Recipe Book, **Twenty-Four Carats of Class** along with granting you access to the chest next to him containing two **Gold Ores**. This will begin **Quest 05 - Put a Ring on It**, an easy quest that just requires you to use the forge at the next camp.



Wares	
Iron Broadsword	500G
Cast-Iron Claymore	780G
Divine Dagger	200G
Poison Moth Knife	950G
Boomerang	420G

A deadly little dagger that can sometimes stop enemies in their tracks with paralysis.

No. Owned 0

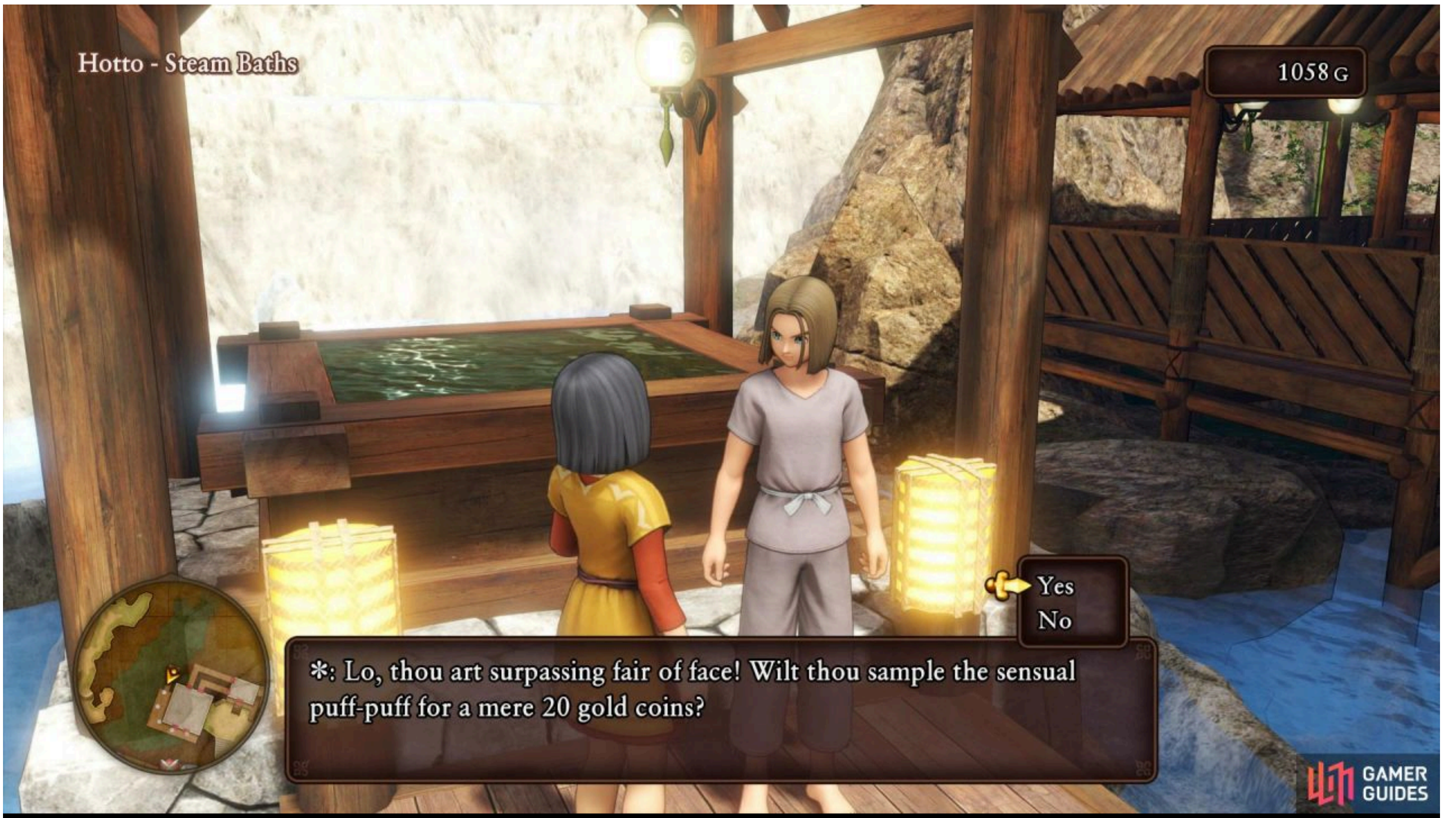
✱: What would you like to buy?
✱: A poison moth

Head to the back of the bar to find a man in need of your assistance (left), be sure to pick up a Poison Moth Knife for Erik while you're here. (right)

Continue along the path to the Weapons and Armor shops, the first thing you'll notice is the Iron weapons for the Hero and although it may be tempting to spend your gold on a new weapon, wait until you complete the first quest you accepted here. It's not time consuming and will reward you with a Recipe Book to forge them yourselves (hopefully at +3). The Poison Moth Knife however is worth your gold, be sure to get this for Erik right away. Again, upon looking at the Armor shop you'll see that you can purchase Chain Mail as well, once again hold off for now as you'll be getting the Recipe Book shortly.

Leave the shops and head to the house in the southeast corner here and smash the pots next to the door to obtain a **Hardy Hide** and a **Flaxen Thread**. Continue north up the stairs and approach the door, taking a right and following it around to the back to find some barrels containing a **Pretty Betsy**. Head into the baths finally and head through to meet up with Erik. While relaxing in the bath, Erik asks if you've found anything out in town and as a matter of fact, you saw the young girl earlier. A different young girl gatecrashes the conversation looking for someone and Erik surmises that it must be the girl from earlier looking for her younger sister.

Before you leave to look for the girl from earlier, grab the Sparkly Spot in here containing some **Holy Water**. Head out the south door here and follow the walkway to the end. You'll find a woman here who, when spoken to, will offer you a Puff-Puff for 20G. Take her up on the offer and you'll unlock an accolade, this is part of a side quest that will offer a Trophy down the line.



*: Lo, thou art surpassing fair of face! Wilt thou sample the sensual puff-puff for a mere 20 gold coins?

You'll find the first girl who will offer you a Puff Puff in the baths, don't pass up the opportunity if you wish to unlock a Trophy later.

Note

In certain towns you will come across women who will offer to give you a Puff-Puff. Partaking in this ritual from all the girls that offer it in Erdrea will unlock a Trophy. Go forth and Puff-Puff!

Head into the women's side of the baths now to find the last Sparkly Spot in Hotto, another dose of **Holy Water**. Return to the entrance of the village with Connie in tow to meet up with the girl from earlier. It seems theres been a case of mistaken identity and Connie is not her sister. Regardless, the girl now known as Veronica joins you to look for Connie's father back at the bar.

Head back up the northeast stairs and into the bar on your left, you'll find out a little more about Veronica and her sister Serena. Monsters kidnapped Veronica and stashed her in their hideout, an area to the west where it looks like Serena has now ventured too. Agree to help her and she'll agree to accompany you to the hideout, declaring that she knows who the Hero is. You're done with Hotto for now, save your game and rest at the Inn if you need to before returning to the Hotto Steppe once more.

The Hotto Steppe Exploration

Items	Area
Mini Medal	Far southwest, chest

Sparkly Spots	Area
Copper Ore, Iron Ore x2	Central, Ore gathering point
Beast Bone	Southwest
Glass Frit	Southwest
Wakerobin	Northwest from Camp
Copper Ore, Iron Ore x2	Northwest from Camp, Ore gathering point

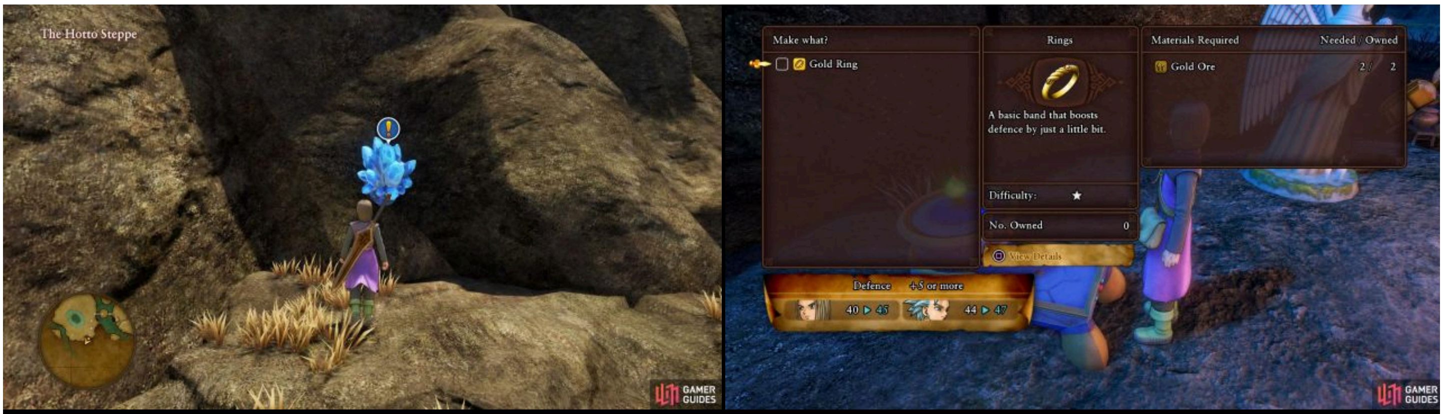
Monsters	HP
Lump Wizard (Day only)	~31
Walking Corpse (Night only)	~58
Robber Rabbit	~50

Your destination, The Cryptic Crypt lies to the northwest of the Hotto Steppe but first there's two quests to complete and the rest of the items to loot.

Tip

Veronica will act as a guest character in your party, you won't be able to control her and she's limited to simple attacks but it does provide the monsters with another target to attack which is helpful. She will however use a Single Phial on the Hero or Erik if their MP drops below 10.

Start by heading west across the bridge to the next large area and then head to the southeast here to find an Ore gathering point containing a **Copper Ore** and two **Iron Ores**. This Iron Ore is required for the quest you accepted back in Hotto but for now, hold off on running back to town. Follow the path to the northwest and make camp here, taking the time to save your game if need be. Access the forge to create some equipment, starting with a suit of Bronze Armor for the Hero, you'll need Flaxen Thread, Warmalines and Copper Ore to craft it. Next up, create the Gold Ring +1 (or higher) needed to complete the other quest you accepted in Hotto. If you don't make the +1 on the initial process then use Perfectionist Pearls to rework it. Finally for now, improve the Poison Moth Knife you purchased earlier to +3 if possible. Before you leave the camp, take a look at the Merchant's wares and purchase a Chain Mail for Erik if you have the funds.



Search southwest of Hotto to find a Crystal containing the Iron Ore needed for Quest 06 (left), use the nearby Camp to the west to forge the Gold Ring +1 for Quest 05. (right)

Before you venture on, make a quick detour back to Hotto via a Chimera Wing. Head to the northwest first and hand over the Iron Ore to finish that quest and obtain the Recipe Book, **I Love Iron Arms**. Head over to the other quest giver now and hand over the Gold Ring (+x) to finish that quest too and obtain a **Crucerang**. Leave Hotto once more and make your way back to the previous camp you stayed at (checking to see if the Ore gathering point has respawned in the process) to access the forge once more.

Tip

Make a habbit of checking gathering points and Sparkly Spots whenever you pass through an area again, these respawn and are always valuable.

With your new Recipe Book in hand, forge a Cast-Iron Claymore for the Hero, attempting to make a +3 in the process. This will require three Iron Ores along with a Copper Ore so if you haven't already done so, head back to the previous Ore gathering point to gather some more. At +3, this Greatsword packs quite a punch and alongside a Poison Moth Knife +3, will make the next dungeon a lot more manageable.

Tip

If you find yourself lacking Perfectionist Pearls then consider forging the Recipes you haven't completed yet. Not only will you receive the Pearls but it's also a requirement for a Trophy.

From this camp, take a detour to the south to loot some more items before you enter The Cryptic Crypt. Once you reach the large open area here, head southwest and search under the first rock to find a Sparkly Spot containing a **Beast Bone**. Continue to head southwest and head around the column to find the next Sparkly Spot, a **Glass Frit**. Head over to the east from here and hug the cliff south to find a chest containing a **Mini Medal**. There are no other items down here and you can't proceed south but the Robber Rabbits do offer good Exp, take the time to fight some and reach at least Level 12.

Eleven attacks!
Eleven
Erik
Tactics
GAMER GUIDES
Veronica uses a single phial!
Eleven
Erik
Tactics
GAMER GUIDES

The Robber Rabbits to the south offer good exp (left), MP shouldn't be an issue with Veronica restoring it whenever it drops below half. (right)

Tip

Hopefully by now you've managed to unlock the Cutting Edge ability for the Hero along with the Sleeper Hit and Pursecutter abilities for Erik. Consider grabbing Half-Inch for Erik after this, it's always useful to be able to steal.

Return to the camp once more to rest up and save your game before contining to the northwest. Keep to the right as you make your way up to spot a Sparkly Spot containing a **Wakerobin**. A bit further along this path is the final item in the Hotto Steppe for now, an Ore gathering point containing a **Copper Ore** and two **Iron Ores**. Follow the path to the northeast now (the west leads to a locked door for now) and finally enter The Cryptic Crypt.

Walkthrough » Act I

The Cryptic Crypt

Searching for Serena

Items	Area
Yggdrasil Leaf	Pit, chest
Feathered Cap	Pit, chest
Gold Ore x2	Pit, chest
1000G	Basement 1F, chest
Robber Gloves	Basement 1F, chest
Mini Medal	Basement 1F, chest
Silver Platter	Basement 1F, chest
Grubby Bandage	Monster Lair, pot

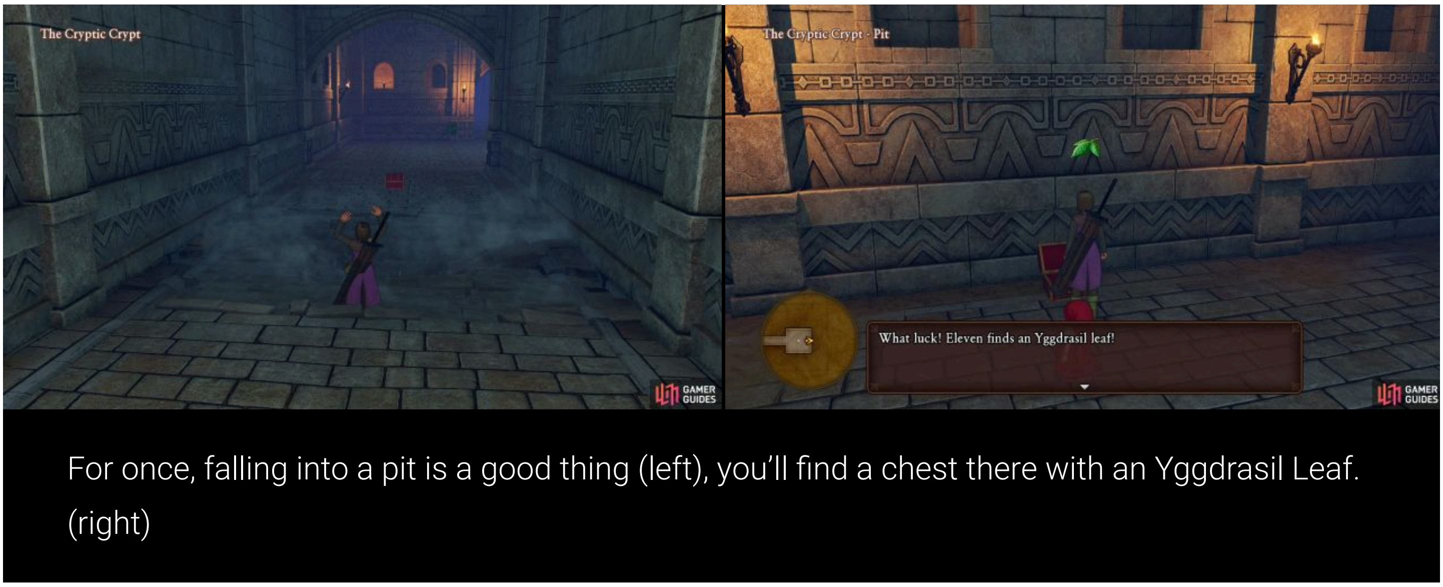
Sparkly Spots	Area
Iron Ore	West of the Entrance
Iron Ore	Pit
Iron Ore	Monster Lair

Monsters	HP
Lump Wizard	~31

Monsters	HP
Drohl Drone	~28
Walking Corpse	~58
Drackmage	~28
Mud Mannequin	~31
Skullrider	~48

The Cryptic Crypt is where Veronica's kidnappers decided to hide out and where Serena is most likely looking for her. The majority of the monsters you've already fought in the surrounding areas but pay special attention to Mud Mannequins, they can use Weird Dance that will sap you of your precious MP, always make these your primary target. Skullriders are also heavy hitting monsters and should be a main priority in any battles too.

From the entrance, head north to the first intersection and take a left, you'll find a Sparkly Spot containing an **Iron Ore**. Continue on past the intersection until you reach the next one, by heading north towards the chest you'll fall to the ground below which is what you want to do for now. Search behind where you land to find a chest containing a **Yggdrasil Leaf**, a curious item that will bring a fallen character back to life. Continue on to the next intersection and take a left, following the path up the ladder to the previous floor.



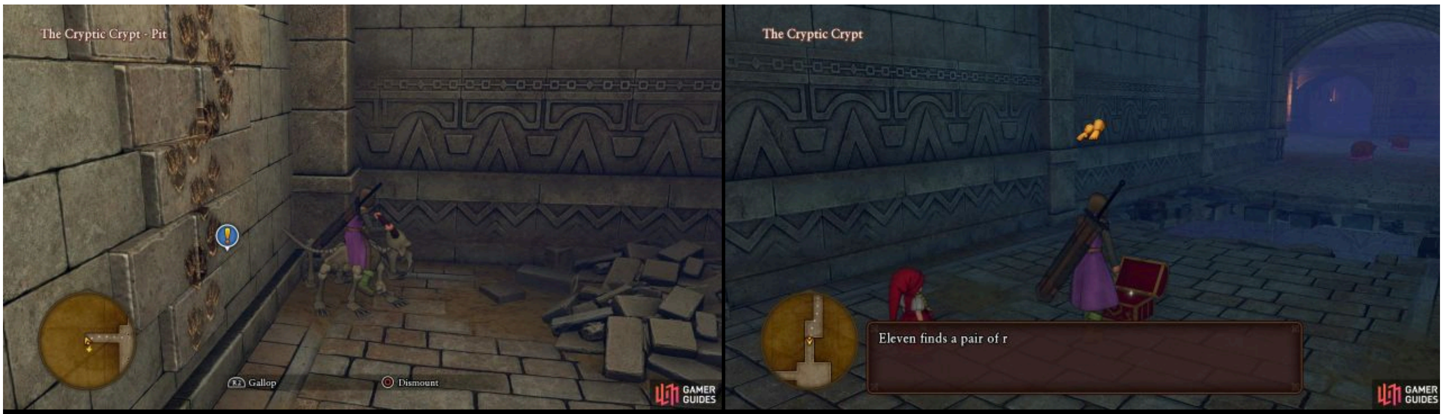
What luck! Eleven finds an Yggdrasil leaf!

For once, falling into a pit is a good thing (left), you'll find a chest there with an Yggdrasil Leaf. (right)

Follow this path to another intersection, the west path leads to another hole so take the north path to an Yggdrasil root. The Shadow in the flashback will hint at the correct way to avoid the pitfalls but there's still treasure to be had first. Take the west path to be sent down a floor once again, this time the other side of the locked door from earlier. Once again, look behind you for a chest containing a **Feathered Cap** and then head forward to another chest with two **Gold Ores**.

You'll spot a new enemy type in this room, the Skullrider and you may notice one is sparkling. Take the monster out and then interact with it to mount it. With this monster, you can climb the wall wherever you spot footprints, very useful. Head west on your new mount to find a Sparkly Spot containing some more **Iron Ore** and then climb the wall back to the first floor.

folow this path to a large room, head south first and follow the path down to the end where another chest awaits containing a very useful **1000G**. Return to the first large room you reached upon returning to this floor and note all the different exits out of it. All but one will lead back to the pit so take the north most eastern path to another large room. Take the south path once again to reach the chest you fell down in front of earlier, this contains **Robber Gloves**, an accessory that will increase the success rate of Half-Inch by 2%, useful if Erik has this ability unlocked.



Using the Skullrider, you can climb out of the Pit (left), you can access this chest finally by heading south from the large room. (right)

Return to the large room once more and take the northeast exit to find a chest containing a **Mini Medal**. Finally, take the northwest exit from the large room and follow the path, ignoring the intersections all the way to another chest, this one housing a **Silver Platter**. Return east and take the north path through some doors to spot a fountain. Veronica will spot Serena on the ground and rush over to her. Following the scene you'll discover that Serena and Veronica are twins and the reason for Veronica's appearance is due to the monsters draining both her magic and age. The objective now shifts to helping Veronica recover her magic.

Make use of the Goddess Statue here to save your game and recover your HP and MP. It's also a good idea to stick some Medicinal Herbs on Erik as a precaution. Head north now to another Yggdrasil root and examine it to get another flashback during which you'll discover the password for the door ahead. Head over to the door and say the password to be granted access to the room ahead. The lizard, Jarvis, has Veronica's magic sealed in the pot close to him and laments his Shadows losing her. Fortunately for him, we've stumbled upon him.

Boss: Jarvis & Jarvis' Shadows

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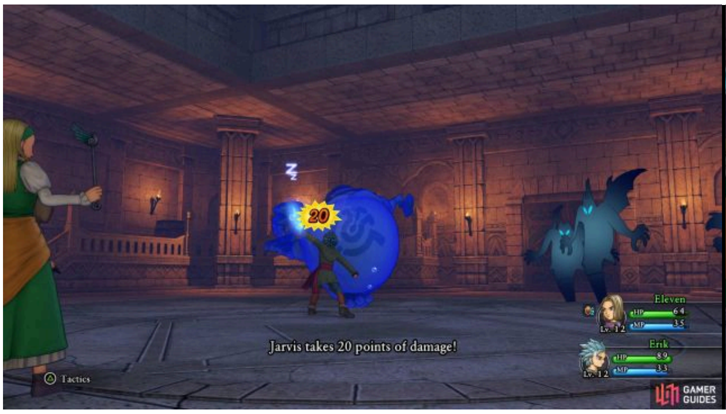
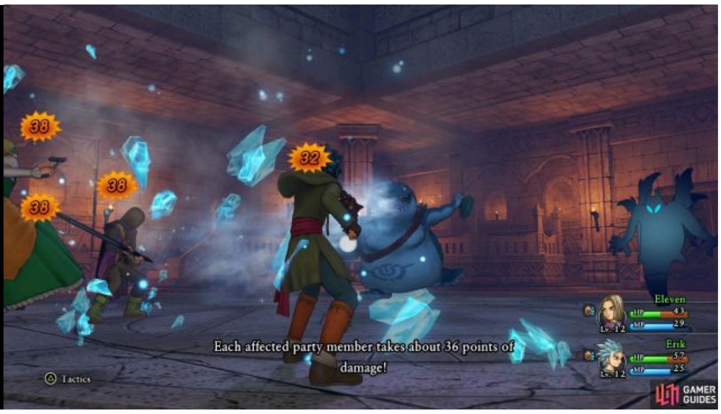
This is your first real taste of a boss battle in Dragon Quest XI as you'll be up against Jarvis and three Shadows. The Shadows all have around 70 HP and can Snooze your characters, this can be especially troublesome if they hit the Hero. Jarvis himself has around 260 HP and hits hard but look out for when he takes a breath, the following Cool Breath will deal heavy damage to the entire party. If you happen to have Erik Pepped up, cast Scorched Earth to set up high damage trap spells on all enemies.

When it comes to dealing damage to Jarvis, use Cutting Edge with the Hero if you have it followed by letting Erik attempt to put him to sleep with Sleeper Hit. If this succeeds, follow up with Pursecutter for major damage. Note that Veronica and Serena join you for this battle and can be targetted by the enemy relieving you of some pain. Veronica will only attack, after all her magic is still sealed but Serena will protect you with healing magic, leaving the male duo to focus on attacking. Don't waste your time attempting to steal from any of the enemies, all of them have nothing on them.


Jarvis takes 20 points of damage!


Each affected party member takes about 36 points of damage!

Sleeper Hit followed by Pursecutter is a fantastic way to eat into Jarvis' HP (left), Cool Breath will hit the entire party for major damage, be ready to heal after. (right)

Following the battle, you get some details on the Lord of Shadows and then upon recovering her magic (but not her age) Veronica reveals that both her and her twin Serena are sworn protectors of the Luminary.

Yggdrasil's Chosen

Awarded for encountering some steadfast new allies.

G 10

While remaining in the same room, climb the short stairs to the southwest to find a Sparkly Spot containing more **Iron Ore** and search the northeast for a pot containing a **Grubby Bandage**. With all that done, head through the door to the north to trigger another scene where you'll find Connie's captured father, Noah, before returning to Hotto automatically.

Hotto Village Revisited

Back in Hotto, head downstairs to the rest of your group where you'll discover the true duty of the Luminary along with the sisters duty. In order for them to guide you to Yggdrasil however you'll need to find a way up there in the first place. Erik's suggestion of talking to the man you freed yesterday seems a sound one, exit the Inn and return to the bar.

The man is a famous informant and from his information, the party receives the information about a rainbow colored branch, seemingly from Yggdrasil, at the Palace found in Gallopolis. That seems as good a place as any to begin the search and Serena and Veronica will now officially join the party.

Tip

From this point on you'll be able to reset your skill points at any Church using the Recitification option. You'll have to pay 20G per Skill Point however.

Veronica’s Playstyle

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Veronica is your defacto Mage of Dragon Quest XI and as such, will learn the majority of attack spells there are to learn. She joins the party with the Frizz, Sizz, and Crack attack spells along with Magic Barrier to increase spell resistance, Sap to decrease enemy defenses and Decelerate to decrease speed. Sap especially will be incredibly useful in the forthcoming boss battles, make a habbit to use it on all difficult enemies.

When it comes to her weapon choices and Character Builder, you can choose between Whips and Heavy Wands along with the Vim category. Veronica is by far the best spell caster in this game, it’s for that reason you should ignore Whips and focus on the other two categories. Some useful early abilities are Spooky Aura which will allow her to weaken monster resistances to magic and Ring of Ruin (raises your magical might) from the Vim tree. Also focus on getting some of the passives from the Heavy Wands category to increase your MP absorption from attacking along with MP recovery after battle.

Serena’s Playstyle

Just as Veronica is your mage, Serena is your Priest in all sense of the words. She’ll join the party with Heal and Squelch (cure poison) along with Buff (increase a party member’s defense) and Dazzle. It won’t be long until she gets the better Recovery spells as well as full party buffs, a useful companion indeed.

For weapon choices and Character Builder, you can choose between Wands, Spears and the Harpistry categories. Although Serena has some use with Spears, just like with Veronica, it’s best to focus Serena on Wands and her Harpistry categories. Alma Mater is a great ability to ensure your healer can survive lethal attacks as is the Snap, Crackle, Poof ability that can be used to shield a party member from any status. Finally, her Harpistry abilities will allow you to decrease the magic damage of the corresponding melody that you play, Flame and Ice are very useful ones to get early on. On top of all of that, she has excellent passives in the Wands tree so be sure to get some of them early on.

With all of that out of the way, equip Veronica and Serena with what you can, Serena can make use of that Silver Platter if your Hero is using Greatswords. As you go to leave town, Veronica will speak to the Hero, teaching him the incredibly useful Zoom spell. With this, you can freely warp to any town or camp you've been to (you can also sell off your Chimera Wings now). Exit out of town and make your way over to the southwest, picking up materials (especially the Ore) and fighting a few battles on your way.

Tip

You'll notice that when Veronica and Serena attack physically with their weapons that they'll absorb a portion of the damage dealt back as MP. This can be increased through passives in their Character Builder and is something you should focus on.

When you finally reach the guard at the checkpoint he'll ask to see your pass, show it to him to have him move out of your way allowing access to the Gallopolis Region beyond.

The Sultanate of Gallopolis

GAMER GUIDES

Gallopolis Region (Southwest Campsite Area)

Items	Area
Mini Medal	South of Gallopolis, chest

Sparkly Spots	Area
Witherwood	South of Gallopolis
Cottontop x2, Duneberry	South of Gallopolis, Flower gathering point
Copper Ore, Iron Ore, Gold Ore	South of Gallopolis, Ore gathering point
Small Scale	South of Gallopolis
Beast Bone	West of Gallopolis
Iron Ore	Southeast of Camp
Snakeskin	North of Southwest Campsite
Witherwood	East of Gallopolis

Monsters	Area
Metal Slime (Rare)	~4
Robber Rabbit	~50
Skullrider	~48

Monsters	Area
Brownie	~71
Chimaera	~49
Prestidigitator	~51
Cactiball	~60

Tickington

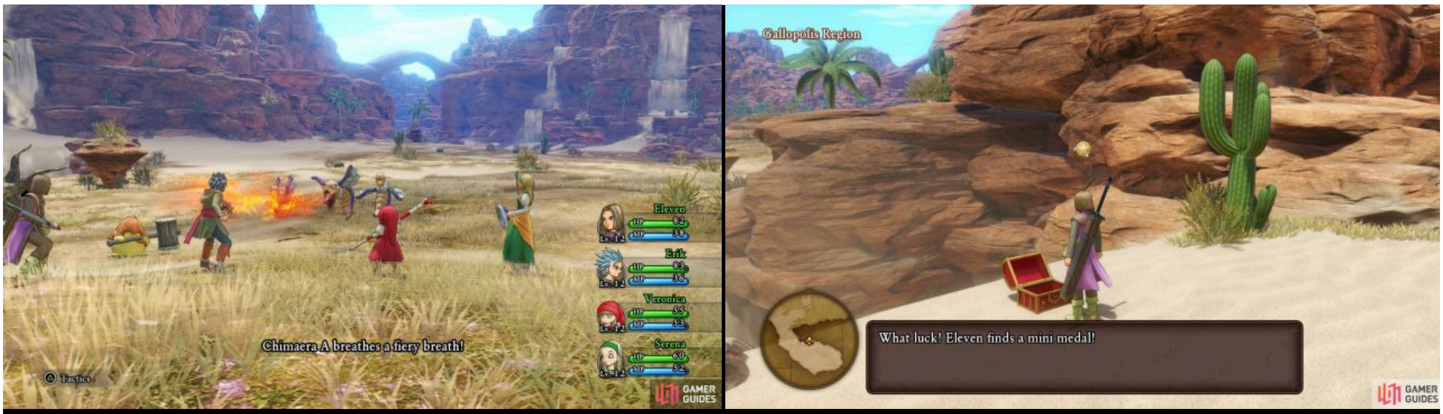
Right before heading into the Gallopolis region in the Definitive Edition of the game, you will be stopped by Ickle, someone from the village of **Tickington**. It is at this point that you can start this long game-length sidequest.

Upon entering the desert of Gallopolis, you'll see the Sultanate in the distance. The desert is a large area with lots to see but for now you can only check the area out around the outside of the Sultanate. The monsters shouldn't be too much to worry about but keep an eye on your HP when fighting Chimeras as they can belch fire on the party for respectable damage. You may have also spotted the Metal Slime entry, these can appear here but very rarely and only as part of another enemy group, you'll never see them outside of battle. For that reason, it's not worth taking the time to hunt them down and treat it more as a bonus if they do pop up.

Tip

For those unfamiliar with Dragon Quest, the Metal slime monsters will give a huge amount of EXP should you kill them in battle. They don't have much HP, but they have high defenses, so normal attacks and abilities are only going to deal 1 damage to them. To increase your chances of killing them, use multi-hit abilities and Metal related abilities such as Metal Slash. Critical attacks are also another way to take them down, since those ignore defenses.

From the entrance, keep to the dirt path and search alongside the large rock to your left to find the first Sparkly Spot containing a **Witherwood**. Head south from here to find a Flower gathering point near a worn down tree containing two **Cottontops** and a **Duneberry**. Make your way down to the area south of your location while keeping to the western edge to find a chest containing a **Mini Medal**. Check out the end of the path here to find an Ore gathering point contianing a **Copper Ore**, **Iron Ore** and a **Gold Ore**. There's one final Sparkly Spot down here to find, just north of the Ore gathering point, this will contain a **Small Scale**.



Chimaera A breathes a fiery breath!

What luck! Eleven finds a mini medal!

Beware of large groups of Chimaeras, their fiery breath is deadly (left), you'll find a Mini Medal to the south of the city. (right)

Return to the large open area now and begin heading northwest, you should be able to see a Sparkly Spot in the distance, head over and pick it up to obtain a **Beast Bone**. Continue through the west path and keep an eye on the south wall just before you reach the camp, there's a Sparkly Spot containing an **Iron Ore**. Head over now and make use of the Camp, not only will this add it to your list of Zoom destinations but you can also recover your HP and MP. There's new wares you can buy at the Merchant here but hold off now, you'll soon be entering the next town with it's own goods.

Tickington

In the Definitive Edition of the game, there will be a red tockle here you can speak with to receive the pastword for the **Moonahan area** of the Altar of the Legendary Line in Tickington.

After resting and saving your game, head north from this Camp while keeping to the wall on your right, the next Sparkly Spot sits here containing a **Snakeskin**. You can't proceed any further from here for now so make your way back to the east and head towards the entrance of town and stop. Make a quick stop east along the water to find the final Sparkly Spot for now, another **Witherwood**. With all of this out of the way for now, make your way over to the entrance and enter The Sultanate of Gallopolis.

The Sultanate of Gallopolis

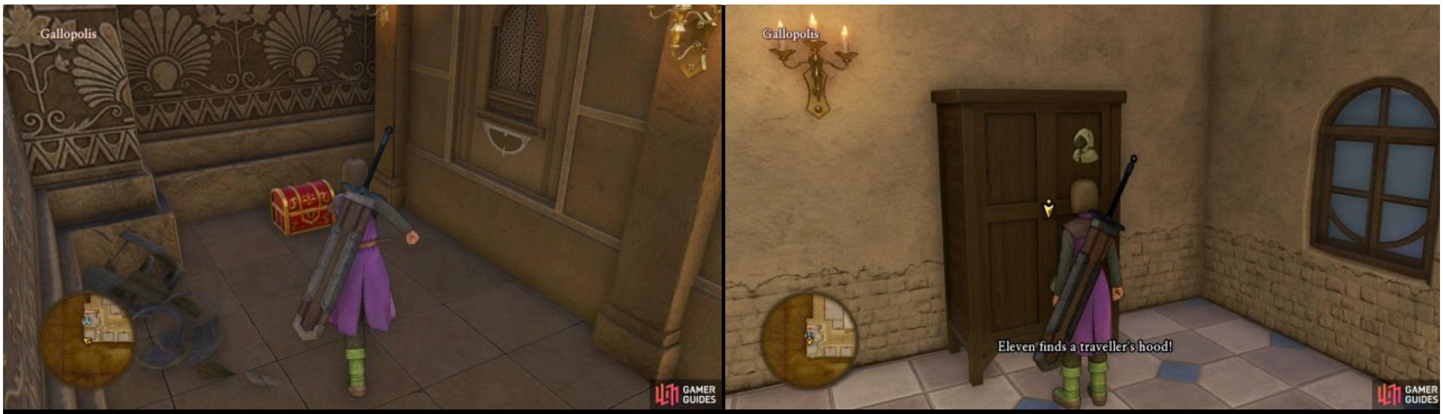
Items	Area
Hardy Hide	House west of Entrance, wardrobe
15G	Entrance, barrel
Wayfarer's Clothes	House west of Entrance, wardrobe
17G	Alley west of Entrance, barrel
Mini Medal	Southwest corner, chest
Traveller's Hood	Church, wardrobe
Angel Bell	Church, barrel
7G	North of the Church, pot
70G	House north of the Church, wardrobe
Horse Manure	Northwest corner, pot
Single Phial	East of Quest 07 giver, barrel
6G	East of Quest 07 giver, barrel
Medicinal Herb	Upper area south of the Castle, pot
4G	Upper area south of the Castle, pot
21G	Northeast corner, pot
So You Want to Be a Witch	Inn, bookshelf
Turban	Inn, wardrobe
Medicinal Herb	Outside Armor shop, barrel
Finessence	Inside puff-puff house, pot

Items	Area
Softwort	Inside puff-puff house, barrel
Oasis Water	Outside Weapon shop, pot
Duneberry	Outside Item shop, barrel
Warmaline	Well, barrel

Sparkly Spots	Area
Narspicious	Well

As the party enters Gallopolis they notice the huge crowds that have gathered here for the upcoming horse-racing festival. With that said, there's a lot to explore and see here along with another two quests to undertake before you pay a visit to the Sultan.

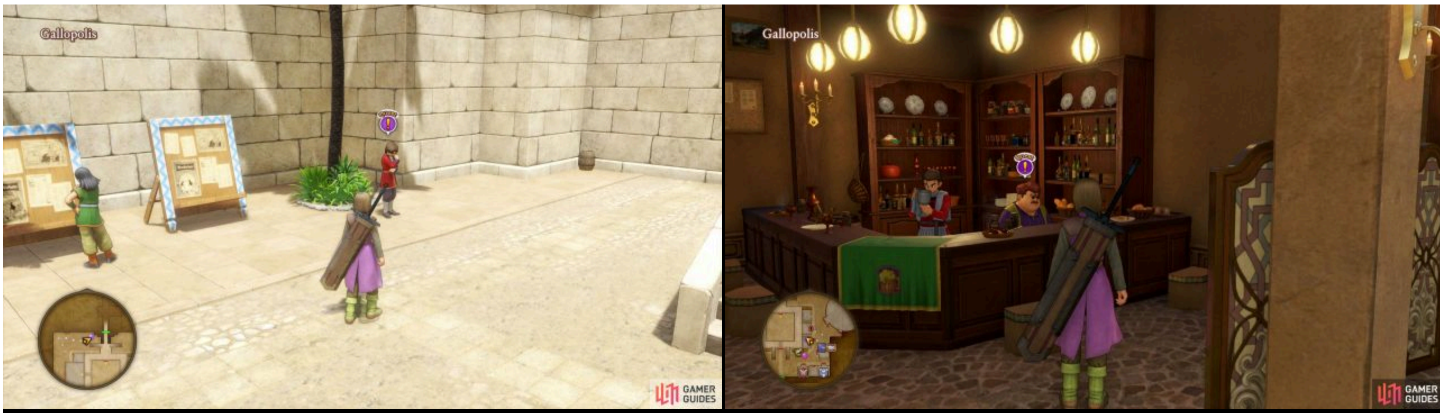
From the entrance, head west into the first house and go upstairs to find a wardrobe with a **Hardy Hide** inside it. Exit the house and run in front of you to spot a pair of barrels next to the bazaar, one of which contains **15G**. Check out the small house to the left of these barrels and head upstairs once more to find another wardrobe, this one contains some **Wayfarer's Clothes**. Exit this house and look to the alley between the two houses in front of you to spot yet more barrels, you'll obtain **17G** from one of them. The next house to the west contains nothing of value apart from a lore book so head to the building in the southwest corner and search the south corner to find a chest containing a **Mini Medal**.



You can loot another Mini Medal in the south-west corner of the city (left), then search the wardrobe in the Church for a Traveller's Hood which will alter the Hero's appearance. (right)

The Church is the next building along, head inside to save your game and then search the wardrobe on the first floor for the **Traveller's Hood**, an accessory for the Hero only that will change his appearance to the disguise he was using earlier in the game. Head upstairs from here to loot a barrel containing an **Angel Bell** that will cure Confusion in battle. Leave the Church now and search in the corner to the north of it to find somme pots with **7G**.

Continue up the west side of town, ignoring the first building for now and enter the next on your right to search the wardrobe upstairs for **70G**. Leave the house and search the northwest corner of town for a pot containing **Horse Manure** (why would someone leave that there?). You'll spot a quest giver to the right of you, head over to him and hear him out. The man is a painter that is looking for inspiration and wants your help in the matter. He'll ask you to defeat a Spitzfire found in the Celestial Sands (northern) using the Pep Power *Wild Side*, a power that requires Erik, Serena and the Hero to be in a Pepped up state. The ability in question increases all of Erik's stats and as you may expect, you'll need to get lucky with Pep so it may take a while to complete it. Accept **Quest 07 - A Walk on the Wild Side**, you'll be able to work on it a bit later.

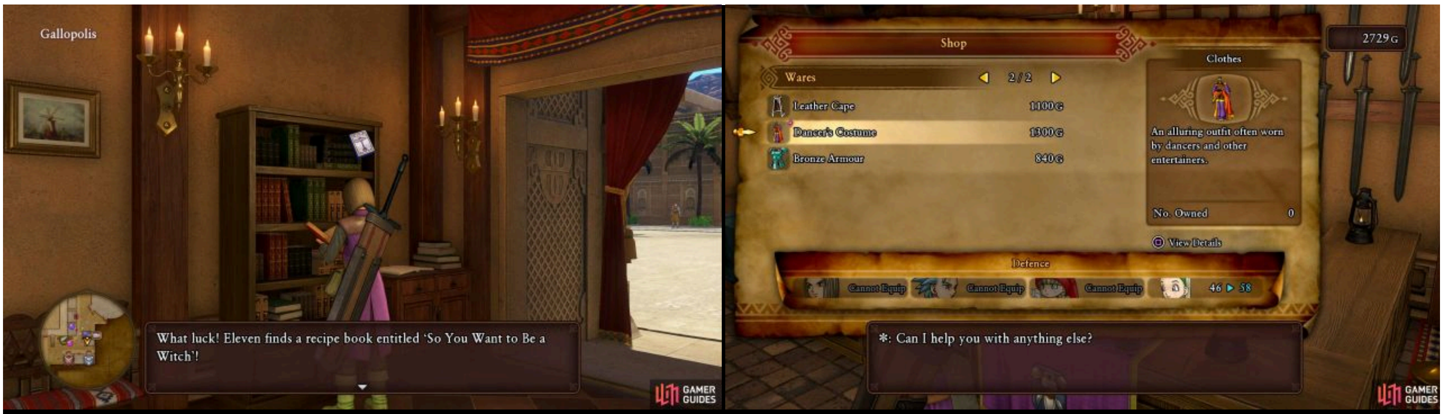


To the north-west you can find Quest 07 (left), while you'll find Quest 08 opposite the Inn. (right)

To the east of this quest giver are some barrels, either side of the stairs, smash them to obtain a **Single Phial** and **6G**. Climb the first set of stairs and search around up here for two pots containing a **Medicinal Herb** and **4G**. Take the east stairs back down to cross over to the east side of town, searching the northeast corner for another pot containing **21G**.

Head south from here and into the Tavern to find another man looking for assistance. This man wants you to help him improve his menu and requires you to get a Golden Globule from a Golden Globe, a Golden Cactiball found in the Gallopolis region. What makes this quest more difficult is the fact that you can't encounter these enemies on the field, they'll only rarely appear in battles with regular Cactiballs so you'll need to keep fighting them until one pops up. Agree to help the man to begin **Quest 08 - A Cactus Cutlet to Die For**.

Make the Inn your next stop and search the bookshelf for a new Recipe Book, **So You Want to Be a Witch**. With this you'll be able to craft an assortment of equipment for Serena and Veronica. Head upstairs and check in the back wardrobe for a **Turban**, this should be an upgrade over the Feathered Caps unless you're using a +3 version of them (and even then you can +3 this Turban). Make use of the Inn if you need to and then exit to the south towards the Armor shop. Smash the barrels to the left of the door to find a **Medicinal Herb** before entering the shop itself.


Gallopolis
Shop
Wares
2/2
Leather Cape 1100G
Dancer's Costume 1300G
Bronze Armour 840G
Clothes
No. Owned 0
View Details
Defence
Cannot Equip
Cannot Equip
Cannot Equip
46 ▶ 58
2729G
GAMER GUIDES
GAMER GUIDES

What luck! Eleven finds a recipe book entitled 'So You Want to Be a Witch'!

An alluring outfit often worn by dancers and other entertainers.

*: Can I help you with anything else?

Search the bookshelf in the Inn for a Recipe Book to forge magical based equipment (left), be sure to buy the Dancer's Costume, this will alter Serena's appearance. (right)

The Armor shop itself has some interesting equipment starting with the Bunny Ears for the girls. This will increase both Magical Might and Magical Mending so is an excellent choice for them especially if you upgrade it further at the forge. The Leather Cape is a marginal upgrade for Erik so pass on that for now but the Dancer's Costume is an upgrade for Serena along with the added bonus of changing her appearance too. Finally the Bronze Armor is a marginal increase for the Hero too, if you have excess gold feel free to purchase it but it's better to pass on it for now. Speak to the girl outside the next building to accept your next puff-puff. She'll open the door for you where you'll find a **Finessence** in the pot and a **Softwort** in the barrel. Head up the stairs and examine the bed to be treated to a rather unique puff-puff.

Quickly leave the house and head into the Weapon shop now to check out the wares there. You may notice a new Wand and Heavy Wand for Veronica and Serena but hold off on them for now, you've just got a Recipe Book that will allow you to forge the next tier up of their weapons.

Gallopolis
Yes
No
GAMER GUIDES

*: Oh me, oh my! Just look at you! What a handsome fellow you are! I wish to give you the priceless gift of puff-puff! Will you permit me?

You'll find the next girl offering a Puff-Puff in the middle of the two equipment shops.

To the side of the Weapon shop is a line of pots, inside you'll obtain an **Oasis Water**. Likewise, outside the Item shop opposite you is a line of barrels, you'll obtain a **Duneberry** from these. Finally, you'll find a well outside the Weapon shop that you can climb into. There's a locked door to the west but to the north you'll find a Sparkly Spot containing a **Narspicious** While to the east you'll find a **Warmaline** in the barrels. That should be everything for now so return to the surface and take the north exit to the palace.

The Sultan's Palace

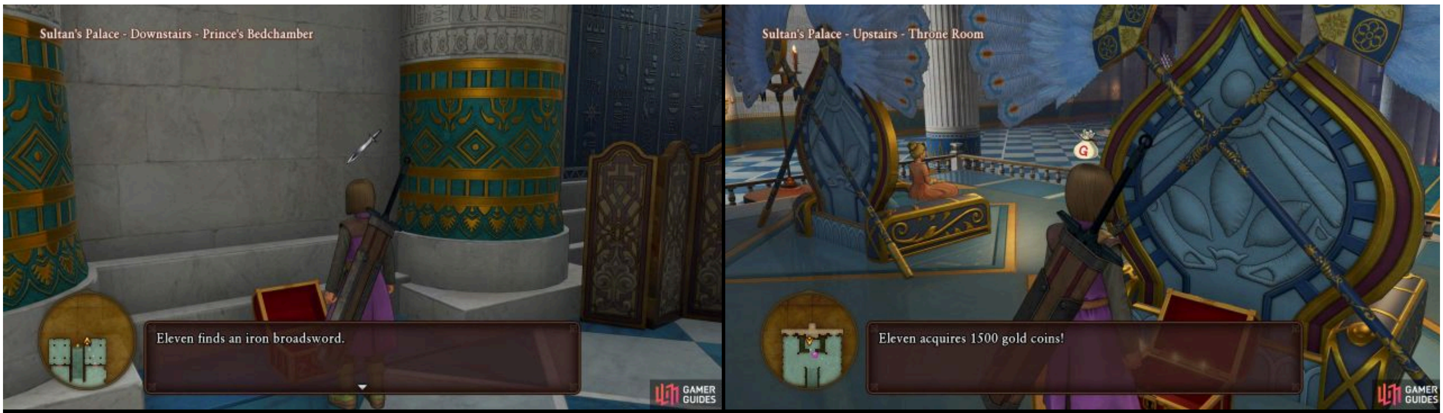
Items	Area
Strong Antidote	1F, west side, barrel
Strong Medicine	1F, west side, pot
Grubby Bandage	1F, east side, pot
Iron Broadsword	1F, Prince's Bedchamber, chest
Feathered Cap	1F, Prince's Bedchamber, wardrobe
Sleeping Hibiscus	1F, Prince's Bedchamber, pot
Concrete Earrings	1F, Royal Bedchamber, chest
Oasis Water	2F, southeast corner, pot

Items	Area
Kitty Litter	2F, southeast corner, pot
1500G	2F, behind the Throne
Wakerobin	2F, balcony, pot
Boxer Shorts	1F, Royal Bedchamber, wardrobe
Fishnet Stockings	1F, Royal Bedchamber, wardrobe

The palace is not overly large and most of the items are in close proximity. To begin with, search the west side of the main room where you'll find a pot and barrel with a **Strong Antiodote** and a **Strong Medicine**. If you run to the opposite side of this floor and search the eastern wall, you'll find a pot containing a **Grubby Bandage**. There are also two rooms to check out on this floor, inside the Prince's Bedchamber you'll find a chest containing an **Iron Broadsword**. There's also a wardrobe and pot that you can check in here to obtain a **Feathered Cap** and a **Sleeping Hibiscus**.

Head over to the other side of the floor to find the Royal Bedchamber where another chest awaits, this one contains **Concrete Earrings**, an accessory that will reduce the damage you take from Earth related attacks. Be sure to check both the wardrobes here, you'll obtain some **Boxer Shorts** and some more **Fishnet Stockings**. That's it for the first floor so head up the stairs to finally meet with the Sultan.

As the Sultan is practicing his speech for the forthcoming Sand National, the Prince (also named Faris) enters to let the Sultan know he has passed his Knight's training. As Prince Faris leaves to get ready for the race he garners the attention of the party. Faris think's he may be able to help get what we're looking for but first, wishes to speak to you in his room. Before that however, there's a few more treasures to loot. Start with breaking the pots in the southeast corner to obtain a **Oasis Water** and a **Kitty Litter**. Head over to the throne now and search behind it to discover a chest, inside you'll snag a small fortune of **1500G**. Finally, head out back and search the east corner for more pots to obtain a **Wakerobin**.


Sultan's Palace - Downstairs - Prince's Bedchamber
GAMER GUIDES
Sultan's Palace - Upstairs - Throne Room
GAMER GUIDES

Eleven finds an iron broadsword.

Eleven acquires 1500 gold coins!

You can find an Iron Broadsword in the Prince's Bedchamber (left), while you can net yourself a small fortune behind the Sultan's throne. (right)

Return downstairs and head into the Prince Bedchamber once again and speak to him. As mentioned, the Rainbough is a national treasure and as such, can't be simply handed over however the Prince would like to make a deal, remarking the Hero's build. The only issue is, Prince Faris doesn't want anyone to listen in on it and suggests you meet at the Circus show at night. Leave the Palace and make your way over to the Circus to meet up with the disguised Prince standing just outside.

As you watch the show, Prince Faris will let you in on his plight. It seems he needs to race in the Sand National tomorrow in honor of his birthday, problem is that he's never rode a horse. His plan, then, is to use the Hero as a double and win the race for him, in return he will speak to his father with regards to the Rainbough. As the party reluctantly agree, you'll need to meet Faris the next day at the Stables. The next morning, save your game if you wish and then head over to the Stables found on the west side of town and speak to Prince Faris within to let him know you're ready. Wearing the Gallopolis Royal Family armor, head out the room and mount the horse, taking it through the paddock and to the race course to the north.

The Sand National

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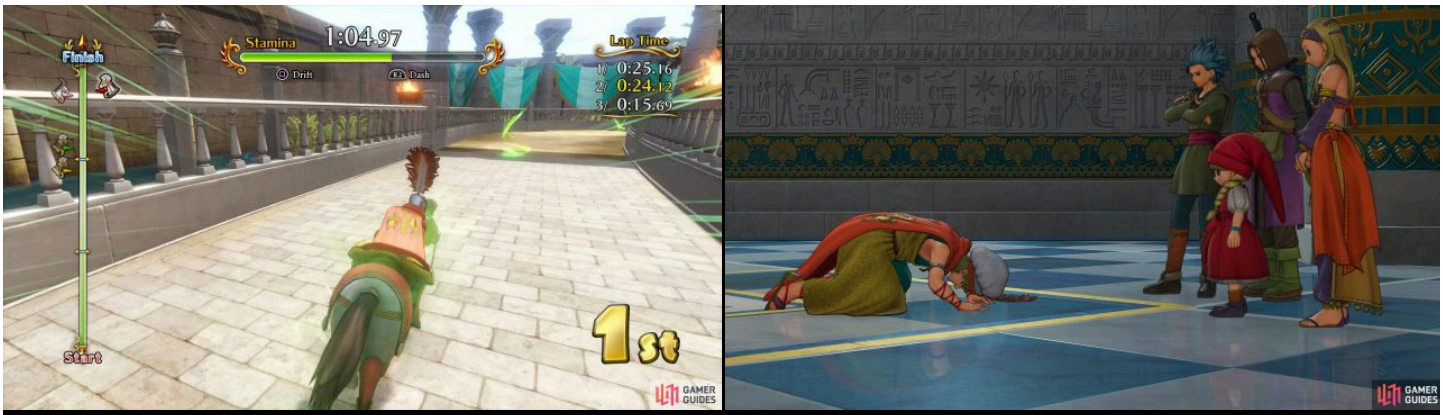
As everyone gathers to see the Prince in action, the entertainer Sylvando approaches the Hero, it seems he's taken the place of an injured rider. Shortly after this you'll get a tutorial on Horse Racing, which is a lot more simpler than you may think. You can dash with the [R2] button however that will use up your Stamina gauge. This can however be refilled by collecting the green swirls on the track. Finally, you can drift around corners with the [Square] button, this will help taking tight corners at high speeds. To perform well in Horse Racing you'll need to try to maintain your boost, that means keeping to the track where you can to refill your Stamina.

As for the race itself, it's not too difficult and you'll be on the most basic of courses. Make sure you collect all the green winds and let go of the Dash if your Stamina gets too low and you should finish first with ease. Following the race you'll swap with Prince Faris once more as he greets the citizens after. Sylvando crashes the party in the dressing room after as he discovers that the Hero raced instead of the Prince however before anything else can happen, the Sultan summons Faris to the Palace.

Out-Stand-In

Awarded for having a good run at a good race.

G 10



As long as you hit all the green swirls you should have no issues winning (left), the hapless Prince once again asks for your help with defeating the Slayer. (right)

Back in control, return to the Palace and head straight for the Throne room. Just as Prince Faris is about to speak to his father regarding the Rainbough a soldier rushes in, the Slayer of the Sands has returned. The Sultan sends out Faris to kill it once and for all and as you may have guessed, Faris wants to talk to you in his room again. Head down and speak to him in his room to discover that he doesn't even have any fighting experience, pleading with the Hero to help him capture the beast. Once again, reluctantly agree to help the hapless Prince and head out of the Palace to meet him at the entrance of town.

The soldiers don't seem too impressed with the Prince's decision to capture the Slayer of the Sands until he reveals the Hero's party will take care of it. As you go to leave, Sylvando decides he wants to join your merry band to capture the beast.

Note

Sylvando will only join as a guest member and as such, you have no control over him.

Gallopolis Region

Items	Area
Lamplight	Celestial Sands, East

Sparkly Spots	Area
Beast Bone	Celestial Sands, southeast
Duneberry	Celestial Sands, southeast
Glass Frit	Celestial Sands, Northwest
Wing of Bat (Night only)	Celestial Sands, East
Narspicious (Night only)	Celestial Sands, northeast
Wing of Bat	Celestial Sands, east
Yellow Eye	Pernicious Peninsula

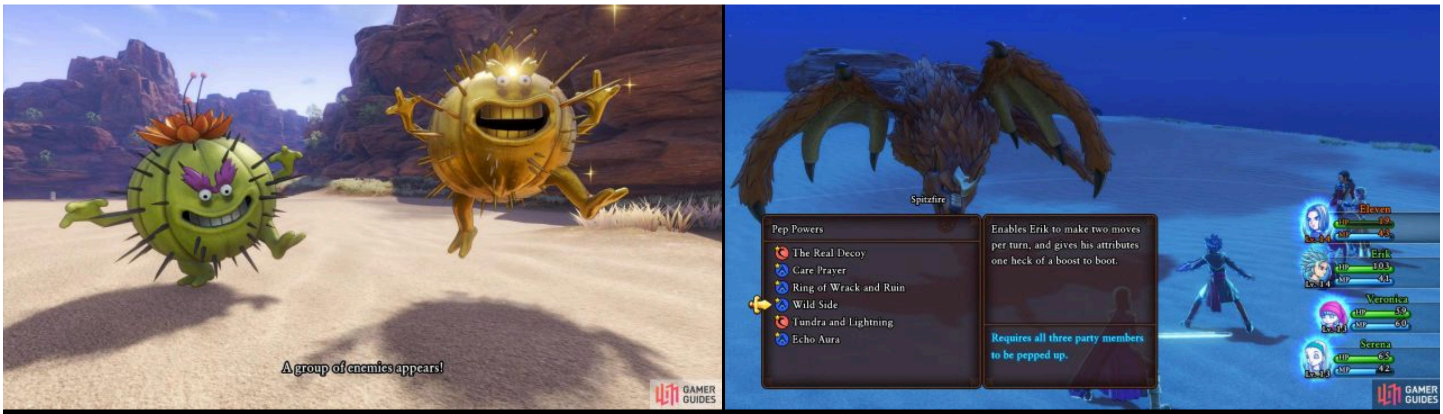
Monsters	HP
Prestidigitator	~51
Haystack Needler	~39
Cactiball	~60
Golden Globe (Appears after accepting quest 08)	~260
Spitzfire	~184
Crabber Dabber Doo (Day only)	~40
Shade (Night only)	~N/A
Restless Armor (Night only)	~96
Flython	~63

You're now free to explore the rest of the Gallopolis region with your destination being the Pernicious Peninsula to the northeast. To start with however, take the time to finish **Quest 08** by fighting the Cactiballs in the area. You can find these close to the South Campsite. It may take a while to encounter one but rest assured, eventually you'll run into a battle with a Golden Globe alongside, these monsters are a lot more durable than their regular counterparts so keep an eye on your HP as you take it down. You'll receive the Globule needed upon the end of the battle, make a quick trip back to Gallopolis via Zoom to hand it in, as a reward you'll obtain an **Trickster**. Use the Zoom spell once more to return to the Southwest Campsite to continue your journey.

Tip

You may end up getting a level or two for your party while trying to encounter the Golden Globe. This will result in Veronica learning the ever useful Bang spell which targets all enemies and the Whoosh spell for Serena, allowing her to contribute damage when healing is not needed. As for

Character Builder matters, work on getting Erik Half-Inch and the Hero, Zap.


A group of enemies appears!
Spitzfire
Pep Powers
The Real Decoy
Care Prayer
Ring of Wrack and Ruin
Wild Side
Tundra and Lightning
Echo Aura
Eleven
HP 19
MP 43
Lv. 14
Erik
HP 103
MP 41
Lv. 14
Veronica
HP 59
MP 60
Lv. 13
Serena
HP 65
MP 42
Lv. 13
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Enables Erik to make two moves per turn, and gives his attributes one heck of a boost to boot.

Requires all three party members to be pepped up.

You'll have to keep fighting Cactiballs until a Golden Globe shows up in a battle with them (left), Once you have the required characters Pepped Up, unleash Wild Side before defeating the Spitzfire. (right)

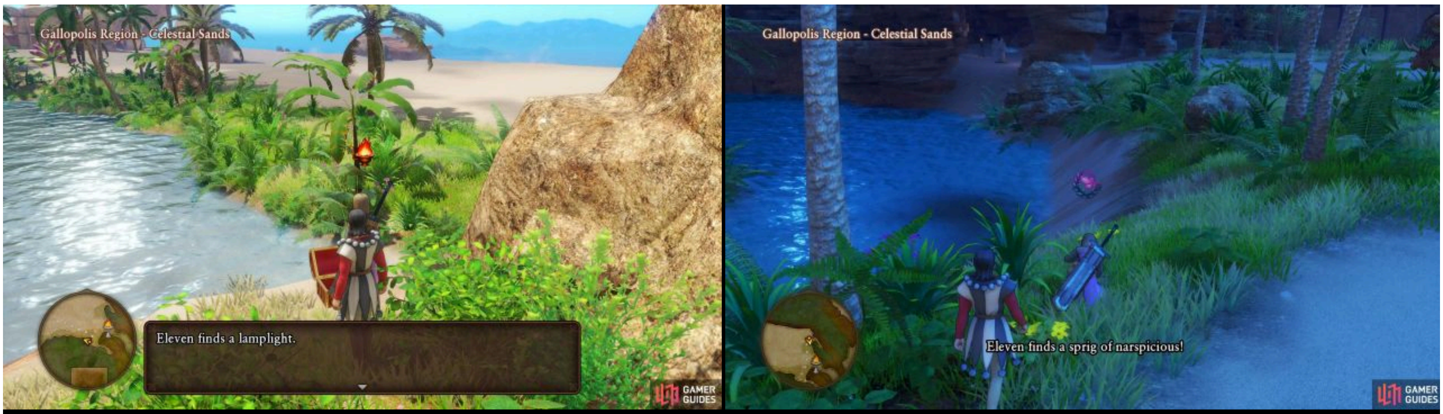
At the Campsite, take the time to visit the forge and look at the new recipes you got from Gallopolis. The Wizard Staff for Veronica is a must, this will give her a huge boost to her damage dealing capabilities. If you have any materials left over after it, go ahead and make the Lamp Post for Serena too. The Tricky Turban is useful for Veronica as it raises her Magical Might stat as is the Fizzle-Retardant Blouse, make both of these if you have the materials. Finally, make the Enchantress Gloves for Veronica, another piece of equipment that boosts her Magical Might.

With all of that forging out of the way, save your game and head north to the Celestial Sands Checkpoint. The guard on duty will notice who you are and let you pass into the larger area. In the Celestial Sands, you'll come across the Spitzfire monsters needed for **Quest 07**. You'll need to get into countless battles to attempt to have the Hero, Erik and Serena Pepped up all at the same time. Once you manage this, engage in a battle with a Spitzfire at night (this is important, it won't register as complete otherwise) and use the Wild Side Pep power to defeat it, fulfilling the requirement in the process.

Tip

A useful tactic when attempting to get people Pepped up is to enter a battle and spend your turns defending. The rate at which it may occur increases when being attacked. Of course, keep an eye on your HP and heal with the Hero or Serena if need be.

As with all new areas, there's more items to find in the Celestial Sands. Start with keeping to the east wall as you continue north, you'll see a Sparkly Spot containing a **Beast Bone** behind the large rock. Continue along this wall until you reach the water there for another Sparkly Spot containing a **Duneberry**. Head northwest from here to the outer edge of the nearby ruins to find your next Sparkly Spot containing a **Glass Frit**. Continue to the east, ignoring the campsite for now and searching the southeast corner near the water to discover a chest containing a **Lamplight**. If you used your only one of these on Veronica's weapon then use this one on Serena's weapon, it's a nice upgrade especially at +3.


Gallopolis Region - Celestial Sands
Gallopolis Region - Celestial Sands

Eleven finds a lamplight.

Eleven finds a sprig of narspicious!

Search to the south of the North Camp to find a chest with a Lamplight, useful for Serena's Wand (left), the Sparkly Spot north of Camp will only appear at night. (right)

If it's night then you'll also find a Sparkly Spot at the end here containing a **Wing of Bat** (if not, at the next camp shift the time of day to night to obtain this). Finally, the camp itself is close by and if it's night, you'll find a Sparkly Spot to the north of it containing a **Narspicious**. With all of the items found and the conditions for **Quest 07** complete, head over to the camp to meet up with Prince Faris. The party decides to rest here for the night to gather their strength for the upcoming battle. Sylvando attempts to learn more about the party without disclosing information himself.

The next day, Zoom back to Gallopolis to turn in **Quest 07**, for your troubles you'll obtain another Recipe Book. With that done, Zoom back to the Northern Campsite and access the forge. To start with, make sure that both Veronica and Serena have their forged weapons here. You can also check out the new Recipe Book you just received for finishing the last quest, unfortunately you'll have to wait until the next area to start finding the materials to craft the Fur related gear. When you're ready, save your game and rest at the camp, choosing to keep it at night (there's a few more night only Sparkly Spots to find).

Follow the path southeast from the Camp, battling the new monsters along the way but trying to limit your MP spending unless close to a level up. Once you start heading north again, look for a Sparkly Spot behind the first rock column to your left containing a **Wing of Bat**. Make sure you're prepared before you set foot in the northern most area, the Pernicious Peninsula, as the Slayer of the Sands awaits.

Boss: Slayer of the Sands

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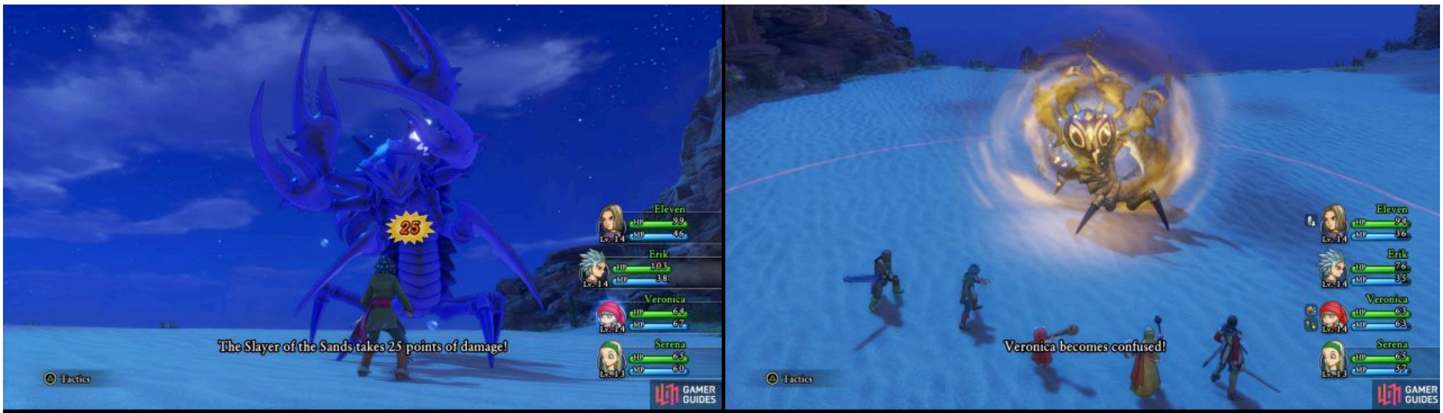
This will be your toughest battle yet as the Slayer of the Sands will attack twice per each combat round. It's attacks hit hard, especially if it hits the same person on one round, Veronica being the most vulnerable with her low HP. On top of that, the scorpion can also lower everyone's defense with Kasap and even confuse you. You'll need to deal around 710 HP to defeat it so be prepared for a lengthy battle.

The difficulty of this battle will also hinge on how long you had to spend fighting battles to complete the two quests of this region, if you're around Level 15 then you'll have a much easier time. As with all boss battles, begin with debilitating the beast with Sap and Decelerate, this will give you much more breathing space. Leave Serena on Buff duty after that, especially making sure Veronica is Buffed at all times and counter any Kasap's with a Buff spell to cancel it out.

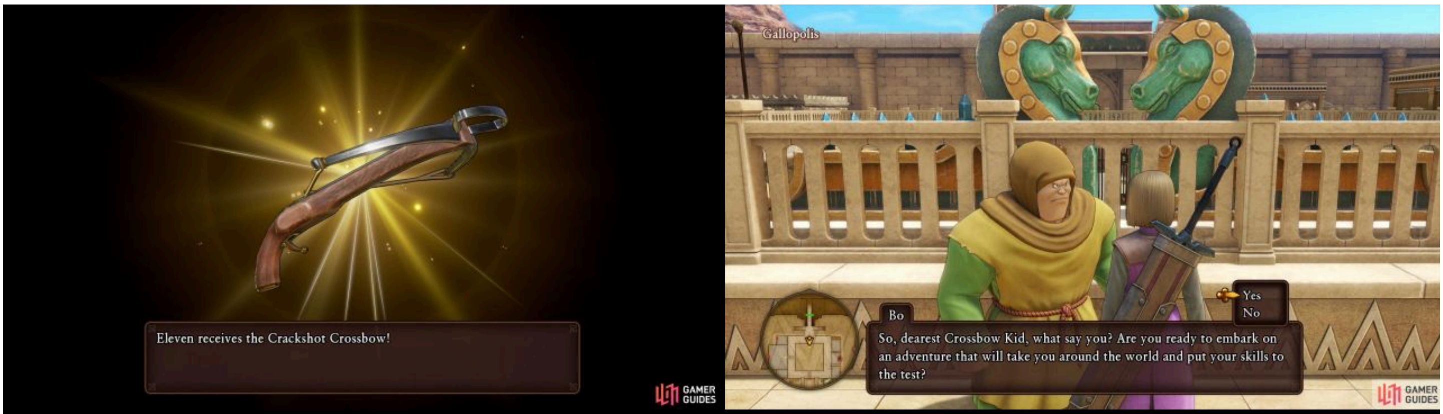

The Slayer of the Sands takes 25 points of damage!

Veronica becomes confused!

The combo of Sleeper Hit followed by Pursecutter is as lethal as ever (left), confusion on Serena can turn the tide in the boss' favor quickly, dedicate the Hero to healer duties if this happens. (right)

As for attacking the creature, with the Hero concentrate on using Cutting Edge or Zap if you have them, the Slayer of the Sands is weak to Thunder first and foremost and slightly weak to both Fire and Wind making Frizz and Whoosh also useful for this battle. With Erik, make use of Sleeper Hit and if successful, follow up with Pursecutter for major damage. Veronica should just continue to bombard the beast with Frizz while keeping up Sap and Decelerate on it. If you're fortunate to get some characters Pepped up, let loose with you most powerful available attack.

Once the beast falls, the Prince will come out of hiding to claim the credit, acknowledging that you saved him and promising to talk to his father about the Rainbough. Before you Zoom back to Gallopolis, head north to find the final item in this region, a **Yellow Eye**. As you head back to town, the Prince parades *his* capture to his father and the people of Gallopolis. Unfortunately, the beast is not quite incapacitated forcing the Prince to finally come clean about himself. As Sylvando saves the day, you'll head to the Palace with the Prince, it turn's out the national treasure has been sold to fund the Sand National! You do however get some indication of it's whereabouts, Gondolia to the west and the Sultan will give you a letter to pass through the Checkpoint. Finally, Prince Faris will hand over the **Crackshot Crossbow** as thanks for all the help you've given him.


Eleven receives the Crackshot Crossbow!

Bo

So, dearest Crossbow Kid, what say you? Are you ready to embark on an adventure that will take you around the world and put your skills to the test?

You'll receive the Crossbow from Faris as thanks for helping him (left), speak to Bo outside the Palace to begin the Crossbow Kid challenge. (right)

Head out the Palace and speak to the man with the hood standing in front of you, a real Crossbow fanatic. He'll introduce you to a new side activity you can take part in. All around Erdrea will be targets you can shoot with the Crossbow, shoot them all in a region and speak to his associate at a Camp in said region to receive a reward. Not only is this worthwhile, you'll also be rewarded with a Trophy for getting every last target. This Walkthrough will detail them as you come across them but for information on all of the locations, see the **Crossbow Kid** section.

Warning

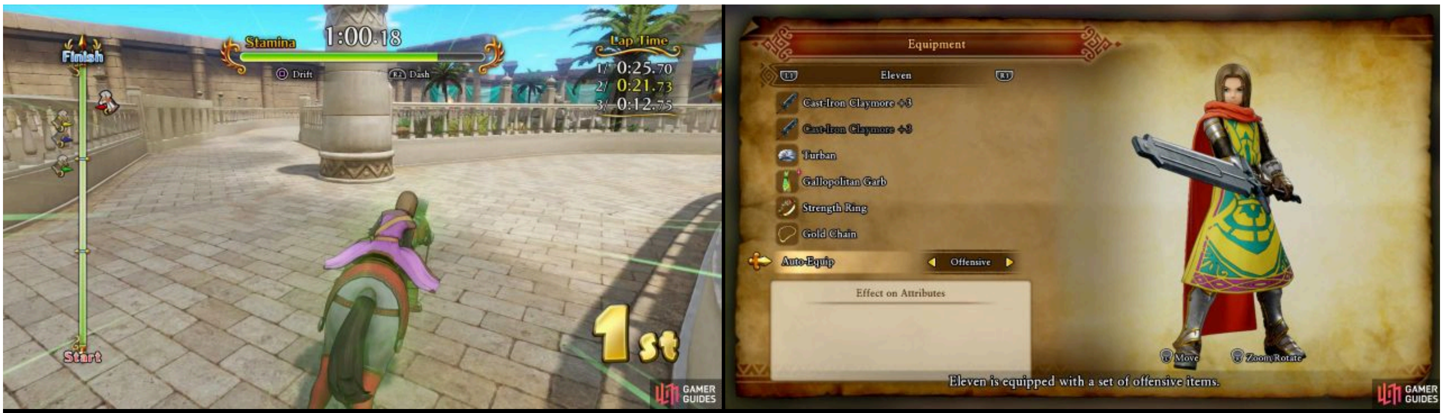
In the Definitive Edition version of the game, there is no Crossbow Kid sidequest available, as it was removed.

As you go to leave Gallopolis you'll be stopped by Sylvando who decides to join the party and aid the Luminary on his quest. It's all a bit sudden but at the end of it, you'll find yourself with another party member. You'll also get a short tutorial on how to change party members that will participate in battle, note that you can also change party members in battle as well, opening up all kinds of strategies.

You're now free to leave Gallopolis and head west to Laguna Di Gondolia however there's still a few matters we can see to before leaving. You can now head over to the Horse Racing track to take part in more races, this will reward you with some useful items so head over there now.

Horse Racing In Gallopolis

Speak to the man behind the counter to see the available Cups to you at this moment in time. You'll only be able to do the Bronze Cup but you'll see there is two difficulties available to you with different rewards from both. Start with the Bronze Cup on Easy to get a feel for it, make sure you nail the Boost Start and then concentrate on hitting all of the boosts on the course to keep your Stamina up while taking the inside corners. For completing the Bronze Easy Cup you'll obtain some **Slime Earrings**. The Difficult version of the race will require you to hit most boosts if you want to stay in front, the course remains the same but your competitors are faster. Your reward for victory here is the **Gold Bracer**, a useful accessory for any melee character.


Finish
Stamina
1:00.18
Drift
Dash
Lap Time
1/ 0:25.70
2/ 0:21.73
3/ 0:12.75
Start
1st
Equipment
Eleven
Cast-Iron Claymore +3
Cast-Iron Claymore +3
Turban
Gallopolitan Garb
Strength Ring
Gold Chain
Auto-Equip
Offensive
Effect on Attributes
Move
Zoom/Rotate

Eleven is equipped with a set of offensive items.

Take the shortcut to the right at turn 3 to win the Silver Cup easily (left), your reward is the appearance altering Gallopolitan Garb. (right)

Completing these will unlock the Silver Cups for both difficulties. You'll find yourself on a different course this time with one major difference, there's a shortcut at turn 3 of the course. At turn 3 you can either go straight on or drift to the right to cut a massive section of the course out. Practice making this corner on the Easy difficulty as you go for the win, for winning Silver Easy you'll obtain the **Gallopolitan Garb**, a unique piece of armor for the Hero that alters his appearance. The Silver Difficult race again requires perfection from you, you'll have to make sure you nail the shortcut on every lap to stay out in front and make sure you don't let your Stamina deplete completely to stand a chance, the reward for this is an **Assassin**. You can't access any more Cups for now but you can repeat the previous Cups for Iron and Gold Ore should you wish too. There's nothing left for you to accomplish in Gallopolis for now so exit the town.

Sylvando's Playstyle

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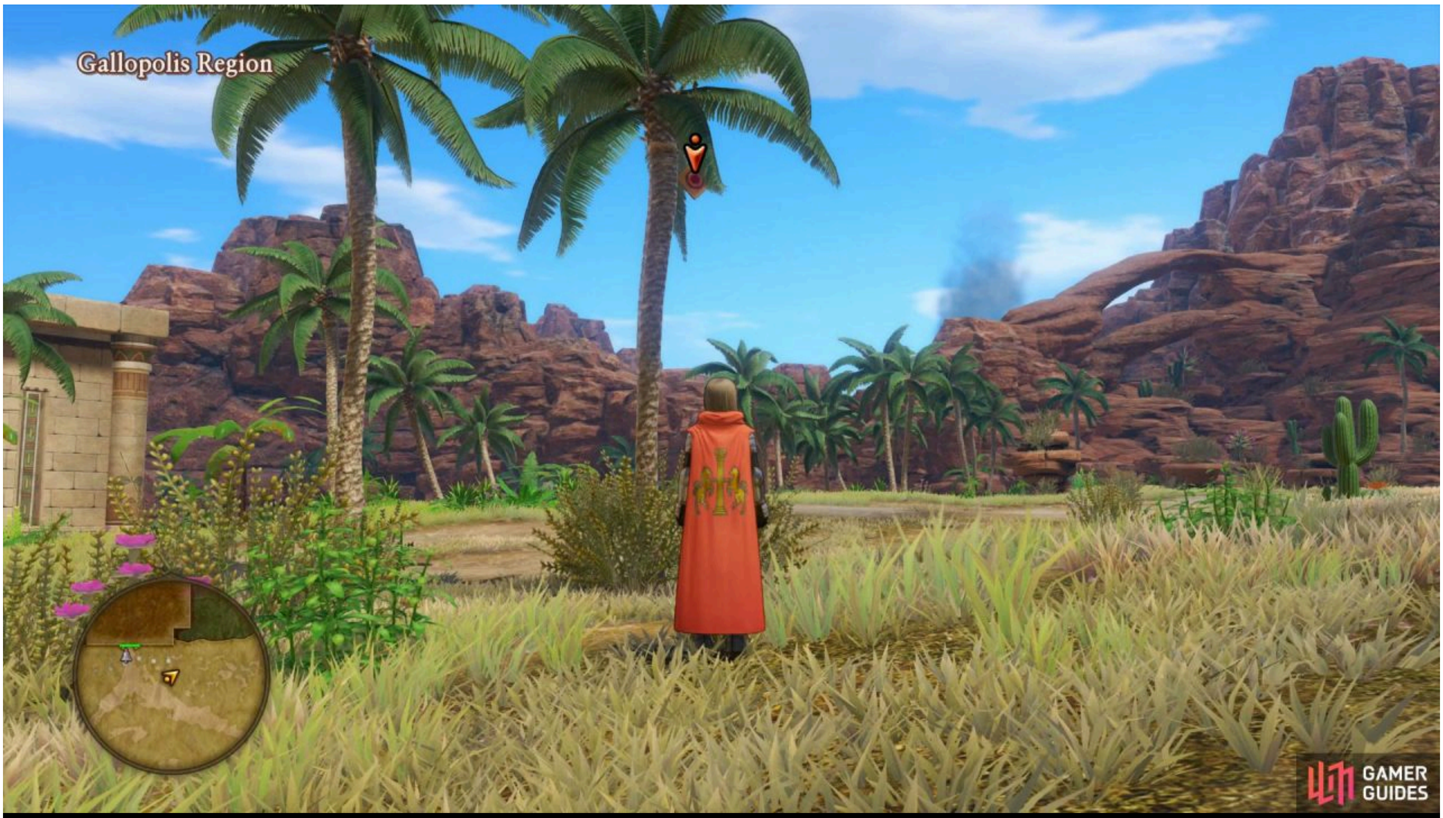
Sylvando is the latest person to join your merry band and he's a useful addition. You'll notice from his Character Builder that he has many different categories to invest in and that he's proficient in Swords, Knives and Whips. Erik is better suited to Knives and Whips aren't overly strong so it's a good idea to make Sylvando your Swords user. He will come with some interesting spells such as Reheal which will regenerate HP over time, Oomph to raise an ally's attack and Acceleratle to increase all allie's speed. As you may see from this, Sylvando is a great support party member and should be treated as such.

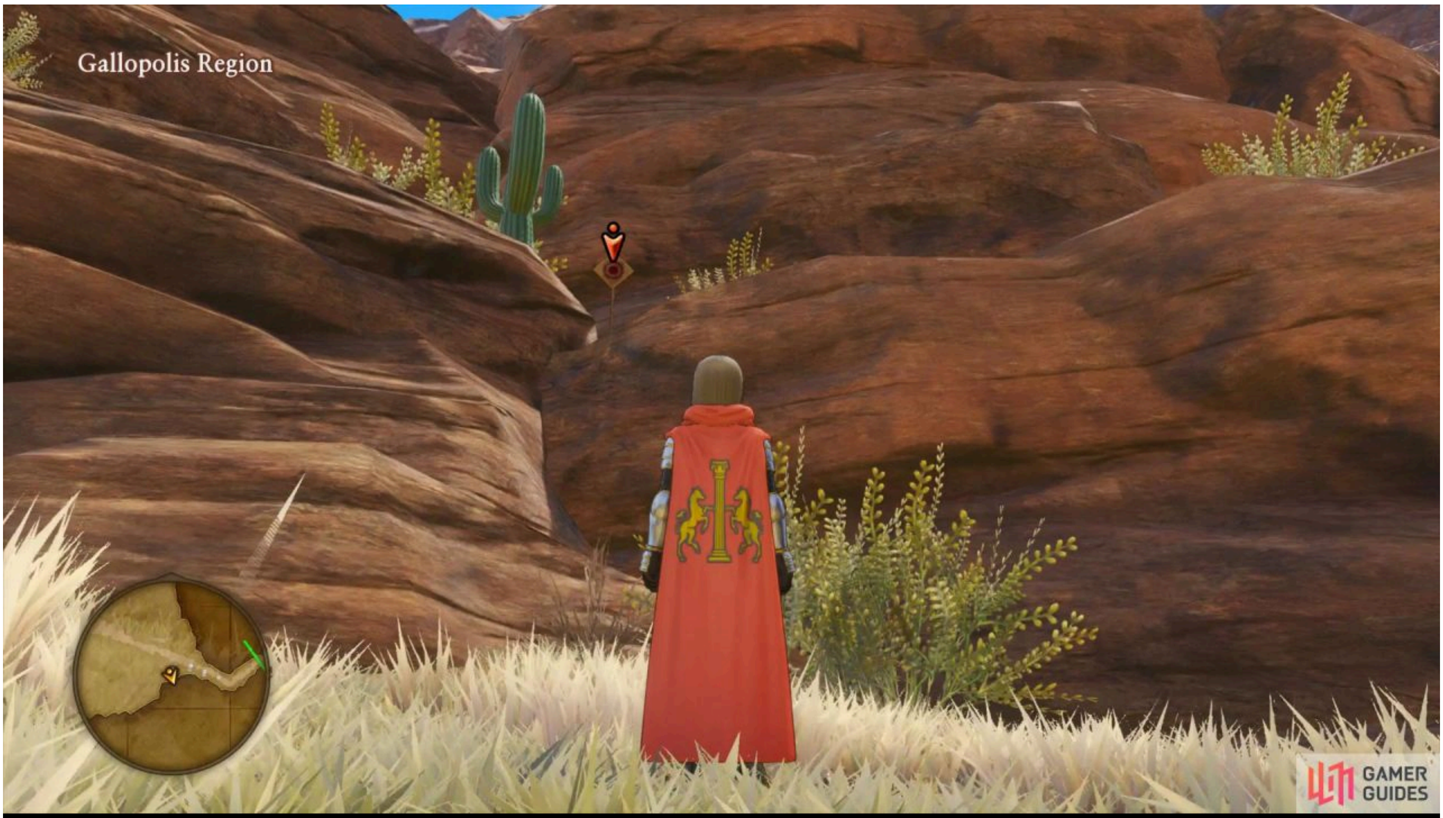
Your first priority, regardless of what you do should be to unlock Hustle Dance, this is an incredible ability for a large majority of the game until Serena learns Multiheal (Lv 35) as it will heal the entire party for around 70HP (or more based on your Charm stat). In order to learn this you'll have to take the path learning Tap Dance, Fuddle Dance and finally Hustle Dance. Once you've learnt that consider learning the Charm +40 ability, not only will this increase the power of Hustle Dance but there's a bonus of 10 SP hidden behind that panel.

Gallopolis Crossbow Targets

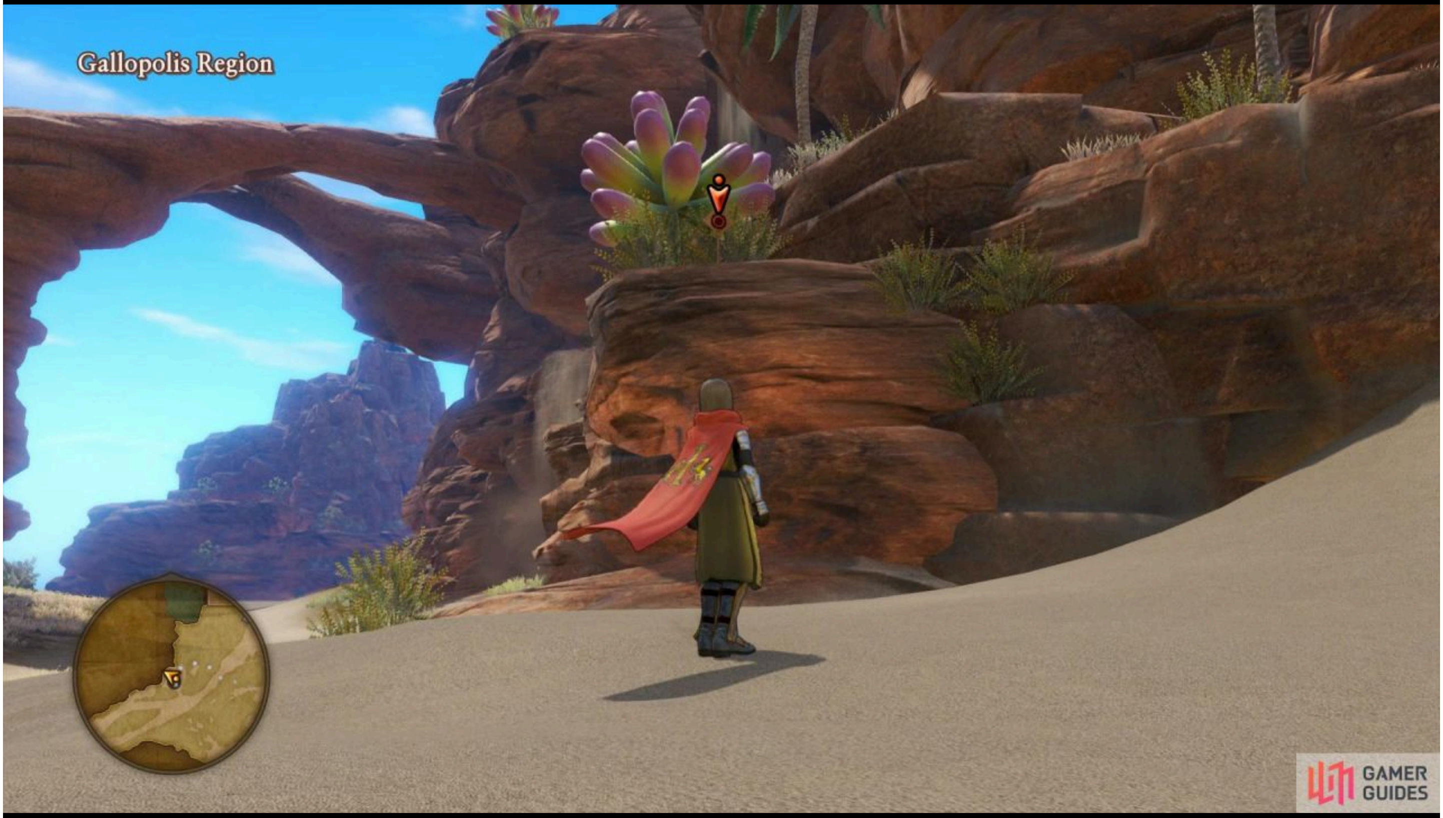
Make sure you equip Sylvando with your best gear and then head out of town, putting Sylvando into your active party over Serena for now. Before you leave Gallopolis, let's take the time to find the first set of targets for the **Crossbow Kid** challenge. There's five to be found here and they're relatively simple to find, start by heading southeast (on the map) from the entrance of Gallopolis to the first set of Palm Trees and look up to spot the first target hanging. Jump on a horse and continue southeast towards the entrance to the Hotto Steppe and look up at the cliff to spot the second target. Head directly west from this location until you hit the west cliff and face the archway to the west, you'll spot a strange plant on the east cliff where the next target rests.



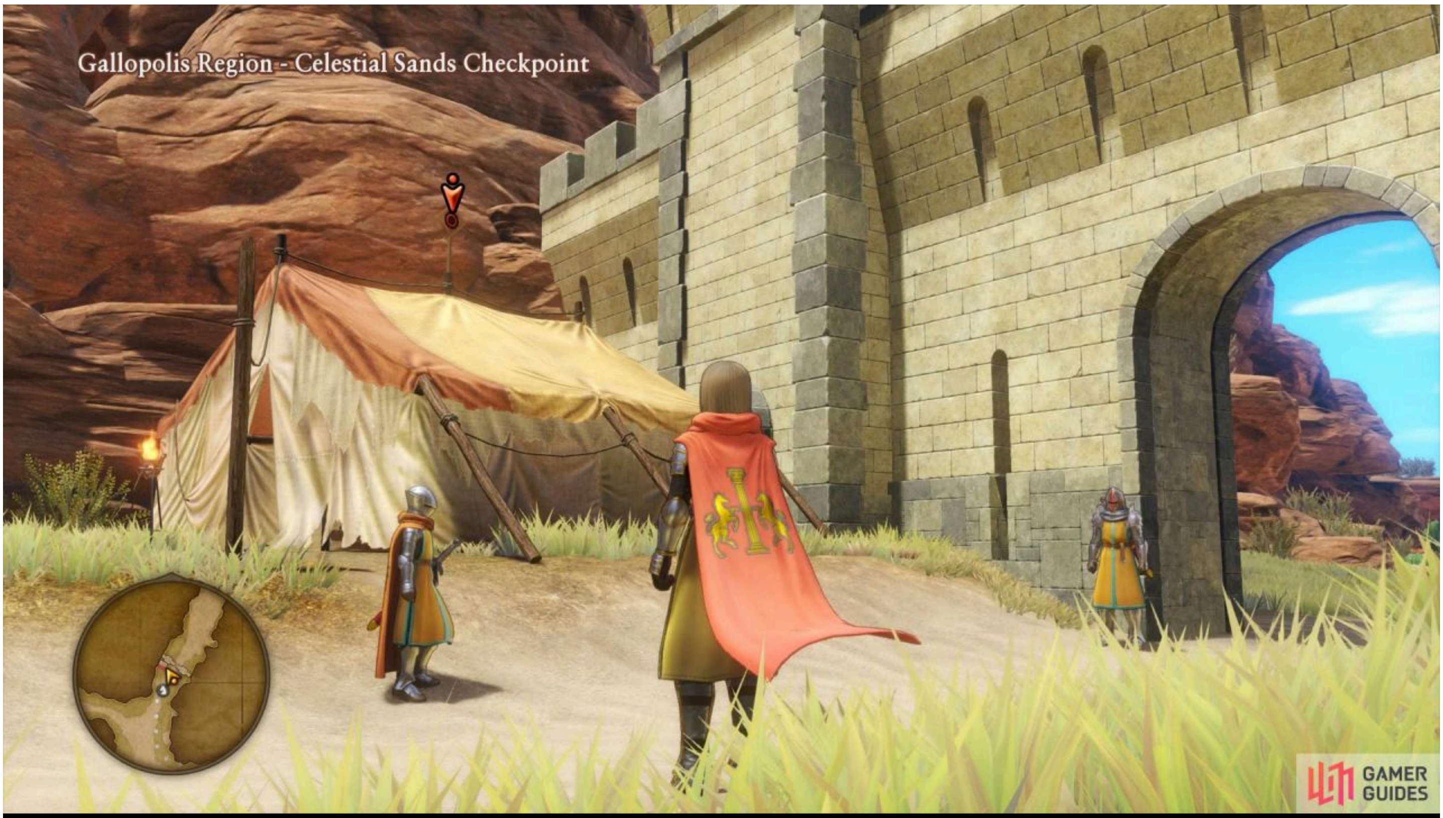
① Target #1


Gallopolis Region
GAMER GUIDES

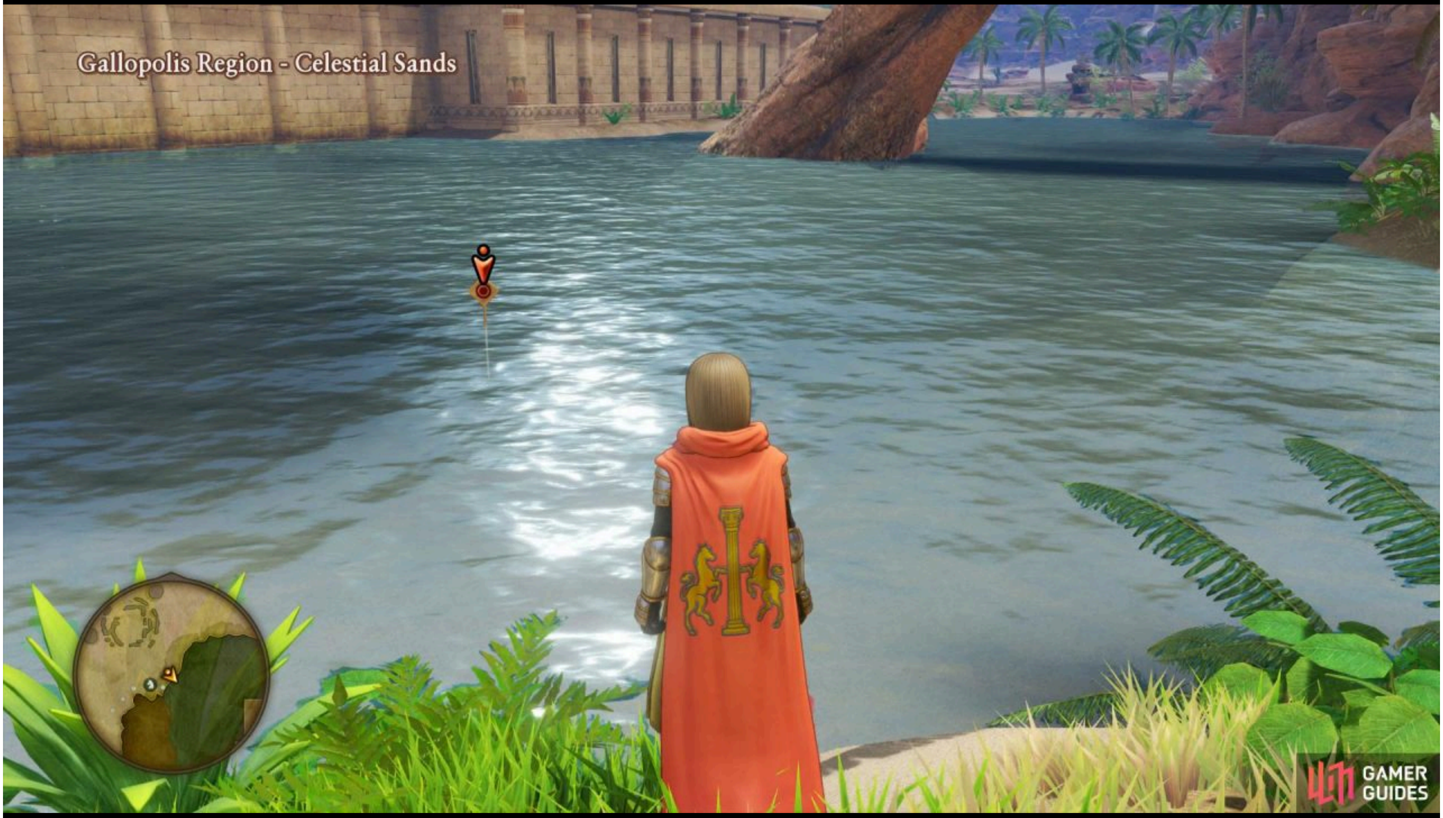
2 Target #2


Gallopolis Region
GAMER GUIDES

3 Target #3


Gallopolis Region - Celestial Sands Checkpoint
GAMER GUIDES

4 Target #4


Gallopolis Region - Celestial Sands
GAMER GUIDES

5 Target #5

Make your way back to the Celestial Sands checkpoint and search above the tent to find the fourth target. The final target can be reached by heading north into the Celestial Sands and over to where the water is, in the south-west area of this water is the final target just above the water. Once you've hit all five targets, Zoom back to the South Campsite to find a Bodkin Bowyer behind the Goddess Statue, speak to him to obtain four **Seed of Strengths**.

With that out of the way, continue west towards the western checkpoint where you'll spot the next quest giver. Speak to him to learn that as a gatekeeper he's unable to see his sister in Gondolia. He wants you to deliver a letter from him instead, noting that she works in the bakery in the north-western part of town. Agree to help the man to begin **Quest 09 - A Lovely Letter** and then show your letter from the Sultan to the guard on duty to gain access to Gondolia.

Gondolia

Laguna Di Gondolia

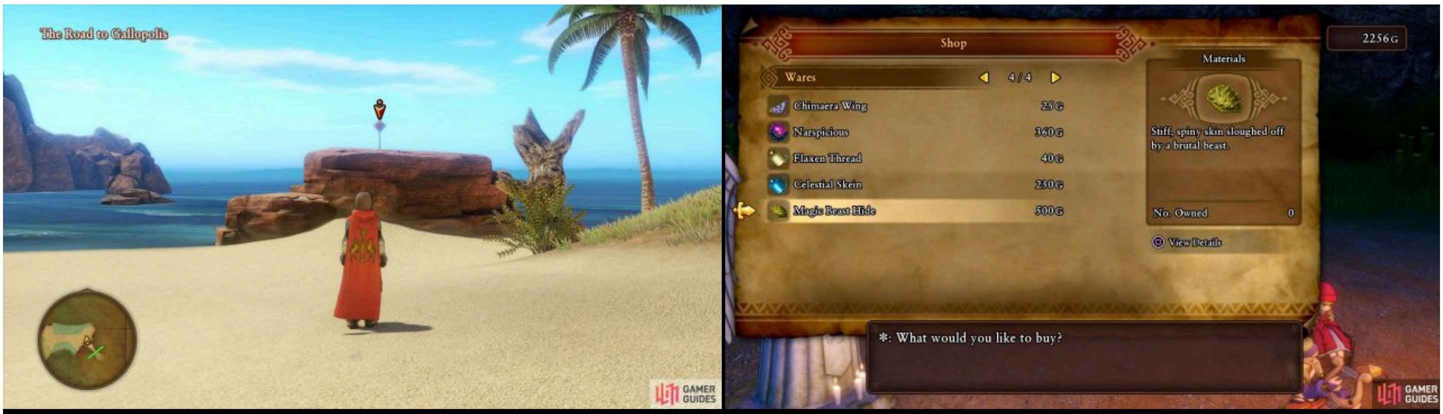
Items	Area
Seed of Skill	Eastern swamp
Perfectionist Pearl x5	Central swamp, western island
Mini Medal	Central swamp, central platform
I Love Iron Armor	Central swamp, northern island
A Slender Sword of Solid Silver	Western swamp, central platform

Sparkly Spots	Area
Glass Frit	Gallopolis Entrance
Chimaera Wing, Flurry Feather, Pink Pine	Eastern swamp, Tree gathering point
Celestial Skein	Eastern swamp, north island
Royal Soil	Eastern swamp, eastern island
Copper Ore, Iron Ore, Gold Ore	Between the Central and Eastern swamps
Fresh Water	Central swamp, southern platform
Faerie Fluff	Central swamp, southeast island
Glass Frit	Western swamp, eastern island
Moonwort Bulb	Western swamp, northern island

Sparkly Spots	Area
Waveweed	Western swamp, northern island
Royal Soil	Western swamp, water
Narspicious, Cottontop, Strong Medicine	Western swamp, southwest
Gold Ore	Western swamp, southwest

Monsters	HP
Healslime	~25
Crabber Dabber Doo	~40
Restless Armor (Night only)	~96
Flython (Day only)	~63
Midnight Horknight (Mount)	~59
Muddy Hand	~45
Splatypunk (Sunny only)	~63
Weartiger	~90
Shell Slime	~42
Toxic Toad	~77
Succubat (Night only)	~51
Gnawchild (Rain only)	~135

You'll find yourself at the eastern side of Laguna Di Gondolia and your destination rests in the center however there are lots of useful goodies to snag along the way along with more Crossbow Targets. Speaking of which, as soon as you enter the area, look to your right to spot the first Crossbow Target on a rock. Continue west along the shore and search behind the rock to find your first Sparkly Spot containing a **Glass Frit**. Follow the path southwest to the Camp, there's no items on the way to discover and the monsters are the same as the one's you found in Gallopolis.



Wares	
Chimaera Wing	25G
Narspicious	360G
Flaxen Thread	40G
Celestial Skein	230G
Magic Beast Hide	500G

Stiff, spiny skin sloughed off by a brutal beast.

*: What would you like to buy?

Shoot the first Crossbow Target upon entering the Laguna (left), if you have spare gold, two magic beast hides will forge a useful Fur Poncho. (right)

Tip

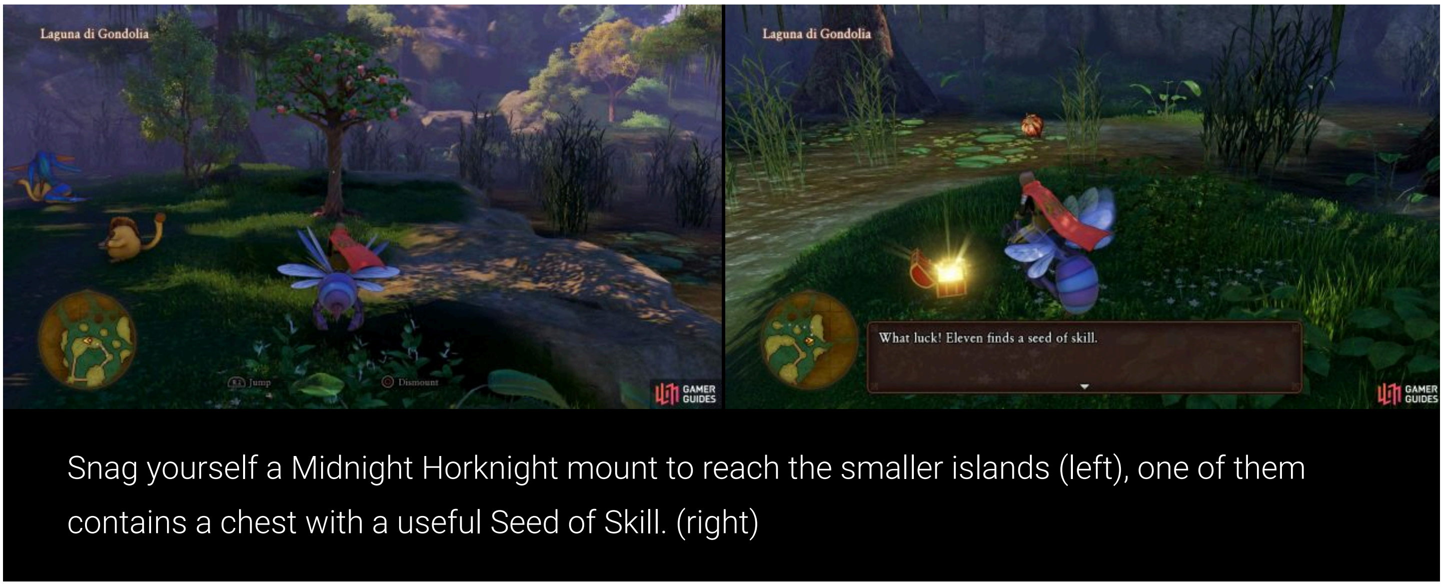
If you've learnt Sleeper Hit, Pursecutter and Half-Inch with Erik, consider learning the Dual-Wield ability next, being able to equip two Knives makes a huge difference.

You'll find the Bodkin Bowyer at this Camp, you'll need to return to him once you've hit the five targets for your reward. The shop here has no new equipment for sale however you will see that he's now selling Celestial Skeins and Magic Beast Hides (two of these can forge some nice armor but hold off for now, 500G is alot). Once you've rested the night and saved your game, set off through the path to the northwest.

You'll find yourself in a marshland full of small islands connected by walkways. Beware of battles containing Muddy Hands, these monsters can call for help constantly so make sure you aim for them first in any encounters. For now, take either path and head to the northwest island where you can find a Tree gathering point containing a **Flurry Feather**, **Chimera Wing** and a **Pink Pine**. More importantly however, is a Glittering Midnight Horknight, be sure to defeat one and claim it as a mount. This mount will allow you to fly over the waters here to the out of reach islands.

Tip

The Midnight Horknights have the chance of dropping an Iron Mask, a piece of equipment for the Hero which increases his Defense a lot at the cost of losing the Strength increase from his previous helmet.



What luck! Eleven finds a seed of skill.

Snag yourself a Midnight Horknight mount to reach the smaller islands (left), one of them contains a chest with a useful Seed of Skill. (right)

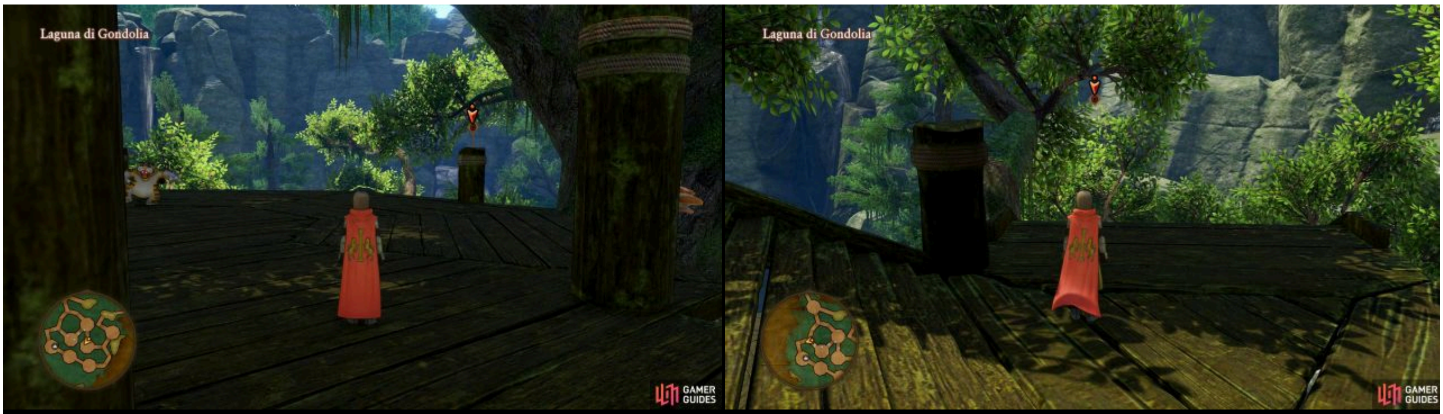
Start by flying to the small island north of your current one, there's a Sparkly Spot here with a **Celestial Skein**. Fly now to the large eastern island to find another Sparkly Spot, this one contains a **Royal Soil**. The final item to find in this swamp is a chest on a small island southwest of your current island, open it to obtain a **Seed of Skill** (consider giving this to Sylvando so that he can reach Hustle Dance quicker). Exit the swamp by flying over to the west (you'll have to leave the mount here) and follow the path to an Ore gathering point containing a **Copper Ore**, **Iron Ore** and **Gold Ore**.

Tickington

In the Definitive Edition of the game, you will find another tockle in the little cave separating the eastern and central portions of the map. Speak to it to get the pastword for **The Observatory**, although you won't be able to complete it until you gain access to a later pastword.

As you reach the Central swamp, you'll immediately see that it's a lot larger. You'll also spot your next Weather Cow here, go ahead and speak to it before following the linear path to the first intersection. You'll start encountering Weartigers from this point onward, not only do these hit hard but they can also recover their HP by eating fruit, tread carefully. Take the southern path at the intersection and follow it to a Sparkly Spot containing **Fresh Water**. You'll also find Midnight Horknights that you can mount here, defeat one and snag yourself a mount for this area.

Fly over to the southeast island from your current position to find the first item, a **Faerie Fluff** before flying on over to the western of the small islands to find a chest containing five **Perfectionist Pearls**. There's nothing else to find out on the small islands so return to the platforms and make your way up to the central most platform, a chest will await you containing a **Mini Medal**. Take the northeast stairs here and then south up some more stairs, look on top of a pole to your right to find the second Crossbow Target. Head back to where you got the previous chest and take the western stairs down to the next intersection, turn the camera to face west to spot the third Crossbow Target hanging from a tree.



You can find the second Crossbow Target on the central platform (left), while the third is hanging from a tree to the west of the central swamp. (right)

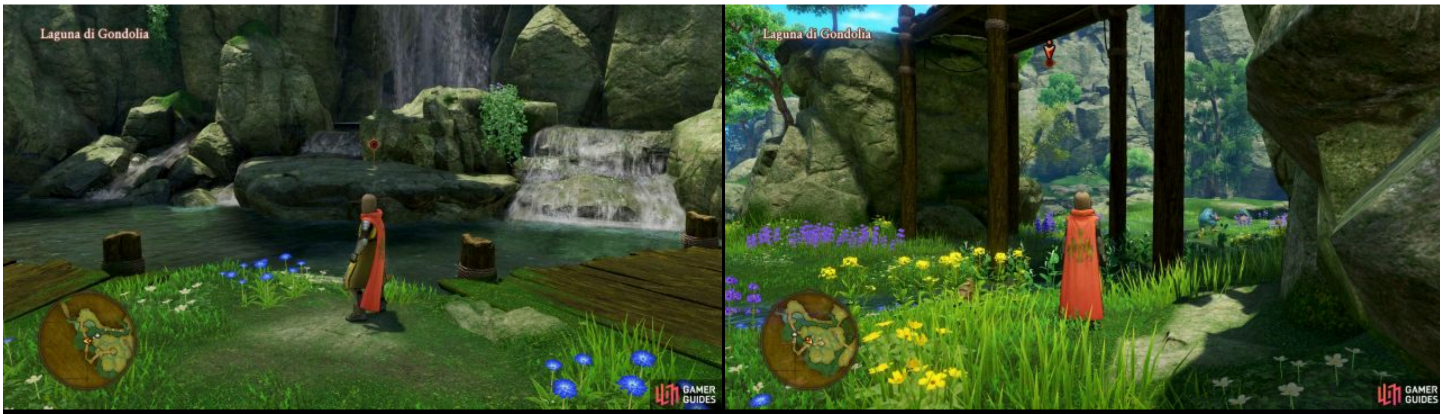
Continue to the northern most platform and take the east path to a small island with a chest containing your next Recipe Book, **I Love Iron Armor** which will allow you to craft an Iron Helmet, Iron Cuirass and an Iron Armor, very useful. The town of Gondolia lies just ahead of you to the north but for now, resist the urge to explore a new town and let's track down the remaining items and Crossbow Targets by heading west to the Western swamp.

Follow the first island down to the southwest where you'll find a Sparkly Spot containing a **Glass Frit** along with a Midnight Horknight you can mount.

Tip

Many of the monsters in the Western swamp can poison you, so make sure you're ready with the Antidotal Herbs and Squelch spells.

Travel over to the northern island first, a Sparkly Spot containing a **Moonwort Bulb** can be looted here. Glide over to the west of this island to find your next Sparkly Spot with a **Waveweed**. There's another Sparkly Spot just southwest of your location in the water, sitting atop a rock, loot it to obtain a **Royal Soil**. Return to the platforms to the west and look out to the rocks to spot the fourth Crossbow Target before heading to the southwest corner of the central landmass to find a Flower gathering point containing a **Cottontop**, **Narspicious** and a **Strong Medicine**. Head west into the rocks from here to discover the last Sparkly Spot containing a **Gold Ore**.



Check out the western swamp to find the fourth (left), and fifth Crossbow Targets. (right)

Return to the west of the area where you can get back onto the walkway and follow it all the way to the platform in the center, a chest will be waiting here containing another Recipe Book, **A Slender Sword of Solid Silver**. Before you leave this area, drop down and look under the bridge, you'll spot the fifth and final Crossbow Target. Zoom back to the Camp in this region and speak to the Bodkin Bowyer to inform him you've hit all five targets in this area, your reward is four **Seeds of Deftness**. Make use of the camp while you're here and forge Sylvando a Silver Rapier and any other equipment that may be upgrades for your group. When you're ready, make your way back to where the entrance to Gondolia was and head inside.

Tip

If you wish to make two Silver Rapiers and need more Silver Ore, you can head back to Gallopolis and do the Silver Cup in the horse races. Just finishing the race will reward you with one for Easy and two for Difficult.

Gondolia

GAMER GUIDES

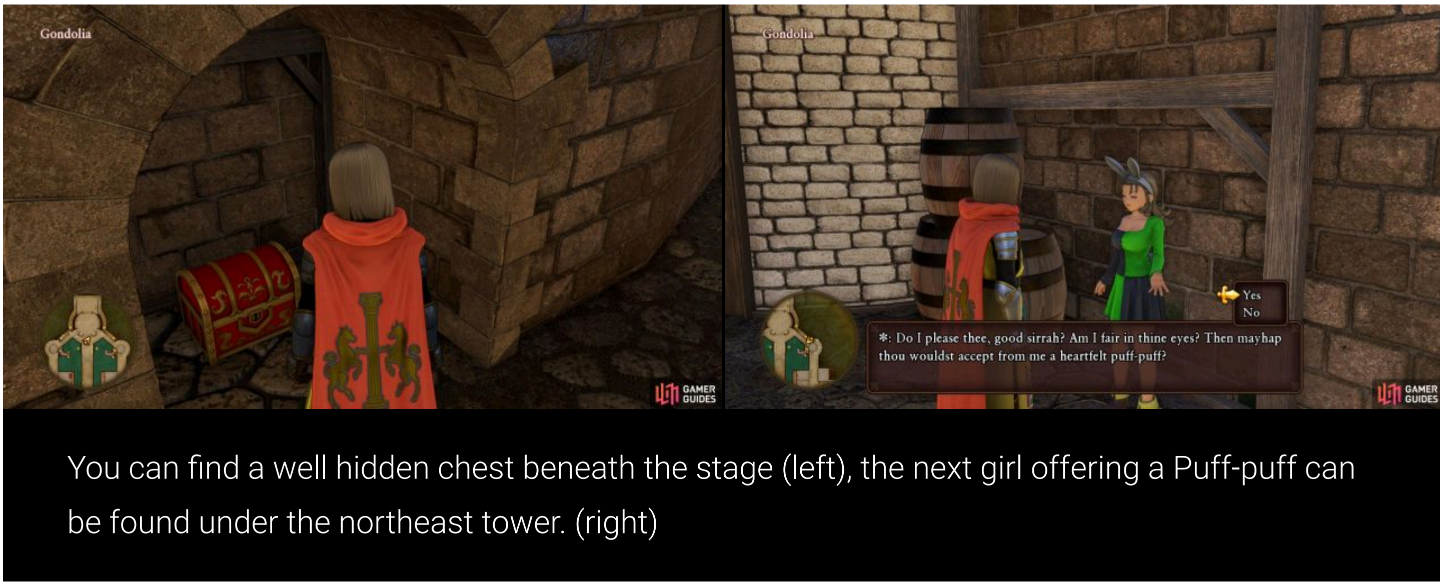
Items	Area
28G	Southeast corner, pot
Filigree for Fun and Profit	Church, bookshelf
Glass Frit	Outside Church, barrel
24G	Tavern 2F, barrel
Moonwort Bulb	Outside Dock, barrel
Seed of Strength	Under western bridge, barrel
Sun-Bleached Seashell	Under western bridge, barrel
Care Rivière	Under central bridge, chest
Waveweed	Under eastern bridge, barrel
35G	Eastern house, pot
Pitch Pearl	Eastern house, wardrobe
Single Phial	Inn, roof, pot
Magic Water	Eastern roof, pot

Items	Area
Medicinal Herb	Eastern roof, pot
21G	Eastern roof, pot
Chimaera Wing	North of Mayor’s house, barrel
Flaxen Thread	House north of Mayor’s house, pot
Mini Medal	House north of Mayor’s house, wardrobe

Welcome to Gondolia, home to the largest port in the world and where you’ll also find Sylvando’s ship docked. As always, there’s many items to loot in town so begin your search at the entrance. In the southeast corner you can find **28G** in a pot and then head over to check out the Weapons shop. There’s a new Greatsword for the Hero to purchase, the rest of the equipment should be lower than what you already have.

Head up the west path and enter the Church, save your game if needed and then search the bookshelf to find the next Recipe Book, **Filigree for Fun and Profit** while will allow you to forge some new accessories. Exit the Church and head north before searching in the corner for a barrel containing a **Glass Frit**. Continue along to the tavern and head upstairs for another barrel with **24G** inside of it. Exit out the top and go south until you find some stairs leading down on your right, take them and head to the man at the end. The dock is closed throughout the duration of the Signor Universo taking place in Gondolia at the moment so you’ll need to wait until its over. Veronica, Sylvando and Serena take this opportunity to go shopping leaving the Hero and Erik to find Doge Rotondo.

Once the scene is over, break the barrels next to the man to obtain a **Moonwort Bulb** and then return to where the Item shop is and check out the wares, the only item of use is the Utility Belt, purchase it if you wish and then leave the shop. Head back upstairs to the upper level and follow the path to the far north of the pier and take the west stairs down. Follow this path all the way southwest to where you will find a Gondola and three barrels, inside you’ll obtain a **Seed of Strength** and a **Sun-Bleached Seashell**.

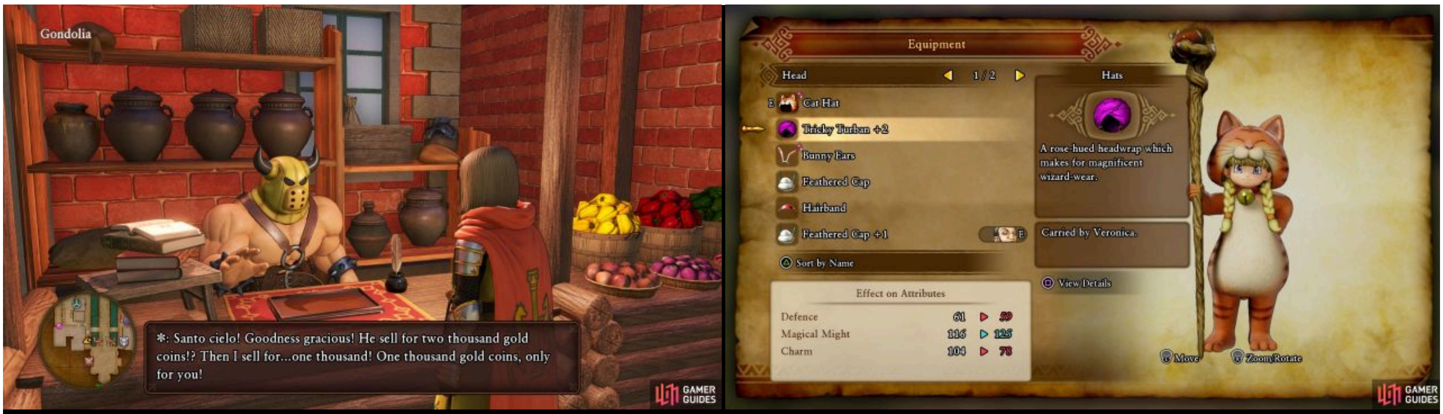


*: Do I please thee, good sirrah? Am I fair in thine eyes? Then mayhap thou wouldst accept from me a heartfelt puff-puff?

You can find a well hidden chest beneath the stage (left), the next girl offering a Puff-puff can be found under the northeast tower. (right)

Ignore the nearby Gondola and return the way you came until you reach the stairs leading back up and instead go east, keeping to the left wall to find a well hidden chest. Open it up to obtain a **Care Rivière** and then follow this path east, past the Bunny Girl and to some barrels near the east Gondola, smash them open to obtain a **Waveweed**. Return to the Bunny Girl you just passed up and speak to her, she will offer another Puff-Puff, go ahead and agree to receive your third Puff-Puff (the Hero seems to enjoy these!).

Take the stairs back up and then head along the eastern bridge until you reach the first house you can enter on your left. Head inside and go downstairs to find a pot containing **35G** and then head upstairs to find a Wardrobe with a **Pitch Pearl**. Leave the house and follow the path south and down the stairs, making a brief stop at the Armor shop. The only real piece of equipment of any note is the Cat Hat for Veronica, something which you'll see the true significance of shortly.



*: Santo cielo! Goodness gracious! He sell for two thousand gold coins!? Then I sell for...one thousand! One thousand gold coins, only for you!

A rose-hued headwrap which makes for magnificent wizard-wear.

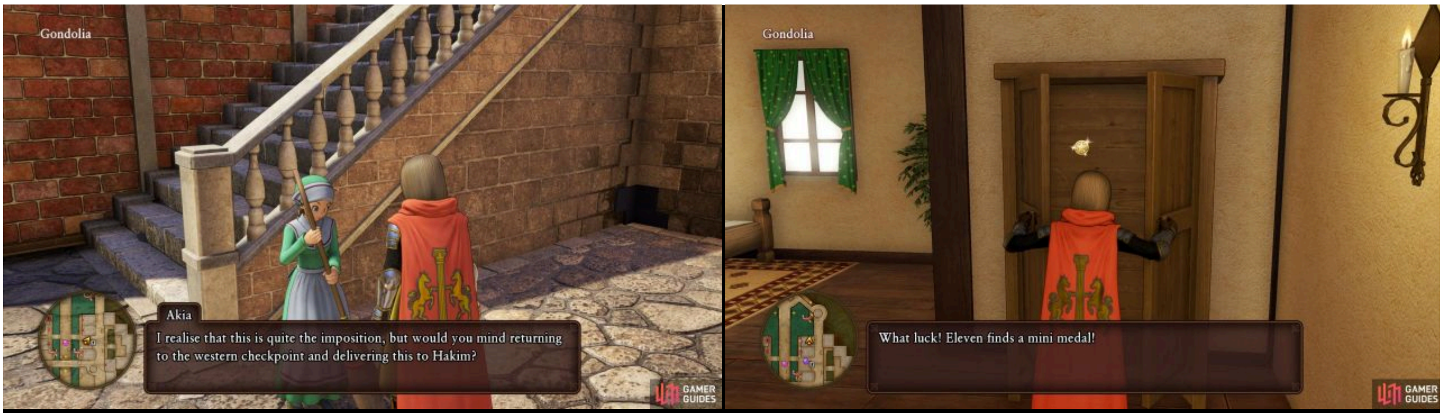
Carried by Veronica.

Haggle the brothers down to 1000G to snag the Cat Suit (left), equip this with the Cat Hat purchased from the shop to change Veronica's appearance. (right)

Exit the shop and run back over to the westside of town and speak to the first merchant there. He's willing to sell you the Cat Suit but is charging a hefty 10,000 Gold for it, turn him down and head upstairs to speak to the merchant in blue who is also selling the equipment. Once again, turn down the price and return to his brother who will lower his price. Continue the haggling between the two brothers and eventually you'll lower it to 1,000G, a much more agreeable price. Equip this along with the Cat Hat you just got from the Armor shop to alter Veronica's appearance to an adorable cat (you'll have to sacrifice magical might from her current equipment however).

With that excursion out of the way, return to the east side of town and head into the Inn. Rest up if you need to and then head upstairs to the very top to find another door to exit from. Take the ladder to the roof and break the pots to obtain a **Single Phial**. Use the rope to cross over to another roof with a chest sitting on it, open it up to obtain some **Magic Water** (a bit underwhelming for all the work you need to do to reach this chest). There's one more rope for you to cross here, do so and smash the pots to obtain a **Medicinal Herb** and **21G**.

Use the gap to drop down and then head south to find the stairs back down to the lower level. Continue north past the Inn to find a woamn near a locked door. This is the woman from **Quest 09**, speak to her and hand over the letter receive another letter for her brother back at the guard post. Zoom back to the South Campsite in Gallopolis and head to the guard at the west checkpoint. This will complete the quest and you'll receive the **Cutting-Edge Kit** Recipe Book. Zoom back to Gondolia and return to the woman once more, she'll have a new quest for you now, **Quest 10 - An Even Lovelier Letter**. You'll need to pass her letter on to Valentino in Puerto Valor, a town you've not been to yet.



Akia
I realise that this is quite the imposition, but would you mind returning to the western checkpoint and delivering this to Hakim?

What luck! Eleven finds a mini medal!

You'll find the girl, Akia, from Quest 09 just outside the Doge's house (left), search the house north of her to find a Mini Medal in the wardrobe. (right)

Ignore the next house north and head to the far end to find a pair of barrels, break them open to obtain a **Chimaera Wing** and then enter the house next to them. You'll find a pot to smash containing a **Flaxen Thread** along with a wardrobe you can search upstairs for a **Mini Medal**. Head back outside and into the next house to finally find the Doge's House. The Doge is reluctant to help as soon as he notices the Hero and Serena will return to ask for help with Veronica. A boy has stolen Veronica's staff and after the following exchange, it seems the Doge's only son, Placido, has had a curse placed on him. Serena can break the curse but only with water from a sacred fountain to make Birdsong Nectar. Benigno remarks that you should be able to find some in the cave to the west of Gondolia. Save your game and rest at the Inn if you haven't already done so before you leave town.

Back on the field, make your way to the north-west of the area making sure to pick up the materials that have respawned on the way. Once you reach the waterfall, take the stepping stones across and climb the rocks to enter the cave.

Grotta della Fonte

Grotta della Fonte
GAMER GUIDES

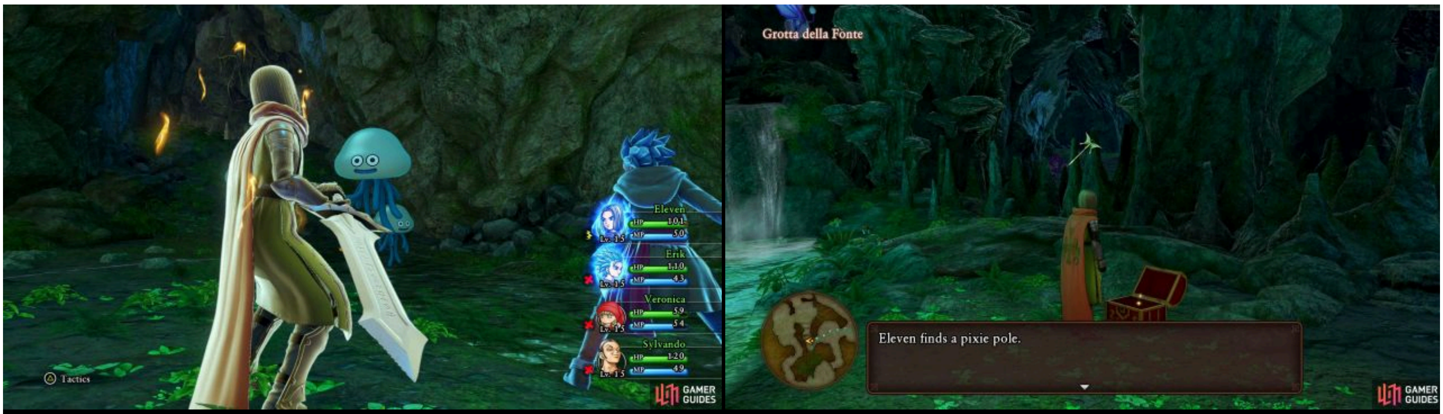
Items	Area
Blue Eye	Southeast, chest
Mini Medal	South of Camp, chest
Pixie Pole	South of Camp, chest
Seed of Magic	Southeast of boss, chest
Green Eye	Southeast of boss, chest

Sparkly Spots	Area
Small Scale	West of entrance
Glass Frit	Southwest
Fresh Water	South of Camp
Celestial Skein	Central

Monsters	HP
Muddy Hand	~45
Shell Slime	~42
Toxic Toad	~77
Succubat	~51
Man o' War	~50
Morphean Mushroom	~61
Wizened Wizard	~55

Grotta della Fonte is a relatively small dungeon however make sure you're at least Level 18 for it to be a smoother ride. Begin by searching the western tunnel to find a Sparkly Spot containing a **Small Scale** before continuing north to the first intersection. Head east and drop down to where a group of Morphean Mushrooms are gathered, defeat them if you wish and then open the chest to obtain a **Blue Eye**.

Return back to the intersection and take the western path this time, stopping to snag a Sparkly Spot containing a **Glass Frit** along the way. As you reach the larger area, you'll start encountering Wizened Wizards, these monsters can hit the entire party with magic so be sure to keep an eye on your HP. Continue to the next intersection and take the north path up to the Camp.



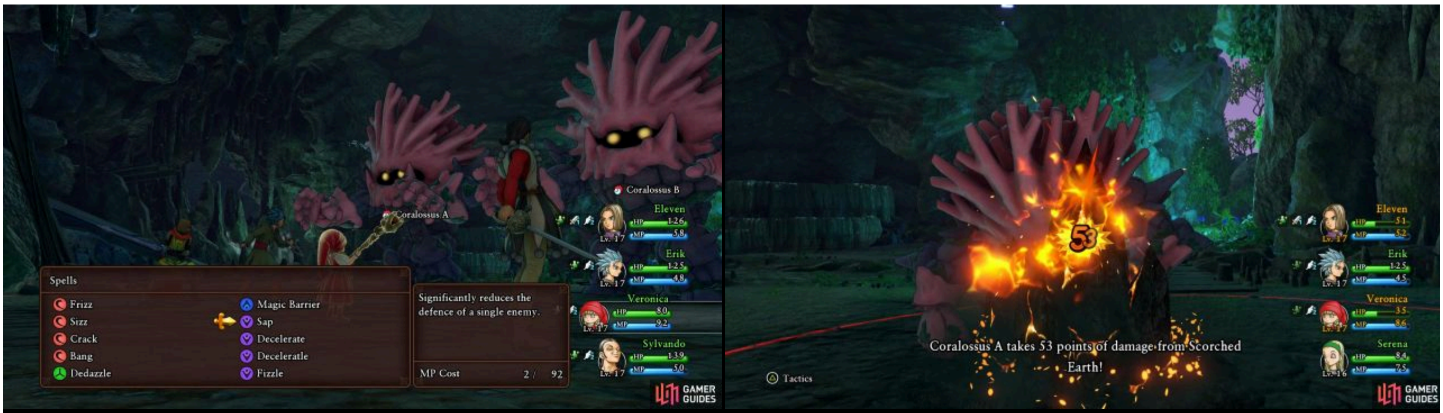
Eleven finds a pixie pole.

Man O' War will stun you with regular attacks (left), there's a chest waiting for you with a Pixie Pole in it, an upgrade for Serena. (right)

There's no Merchant at this camp but you can use the forge to create some new equipment from your recent Recipe Books that you acquired earlier. Consider Gold Platters for Sylvando and Serena, a Fur Hood for Erik and an Iron Mask for Sylvando. Finally, forge an Iron Cuirass for Erik and Sylvando along with enhancing the Hero's Greatsword if you can.

Rest at the Camp and then make your way south, searching the western wall wall for a chest containing a **Mini Medal** and then the eastern wall, taking care to fight or avoid the Toxic Toads to find another Sparkly Spot containing a **Fresh Water**. Continue to follow this path to the next intersection and take the western path twice to a chest containing a **Pixie Pole**, an upgrade for Serena. Return to the previous intersection and head south to find another Sparkly Spot containing a **Celestial Skein** but refrain from jumping down as it's a shortcut back to the entrance. Head north and follow the path east, following it until the path starts branching north. Heal up and recover MP for all your party members, when you're ready proceed forward.

You'll be up against two Coralossus here and although not a boss, they still have around 230 HP each along with some heavy attacks. Their regular attacks will hit for around 40 HP so be sure to keep an eye on your health. Consider Serena in place of Sylvando if you're struggling to keep your HP up, Sylvando's usefullness is not as great until he unlocks Hustle Dance. As for attacking the golems, the Hero's Zap spell will hit their weakness so be sure to use it if you have it. Alternatively, use Oomph on both Erik and the Hero to increase the damage of Sleeper Hit/Pursecutter (this will kill a Sea Golem outright) and Cutting Edge.


Significantly reduces the defence of a single enemy.

Coralossus A takes 53 points of damage from Scorched Earth!

Sap the enemies to lower their defense, increasing the damage your party does against them (left), if Erik is Pepped up, use Scorched Earth. (right)

Once the monsters fall, head over to the lake behind them where Serena will use the water here to create a Birdsong Nectar for the Doge's son. Although you've found what you were looking for there's still a few more items to grab before you leave. Climb the rope to the east to reach the ledge and follow the path until you can take a left, a chest is nestled here containing a **Seed of Magic** that will increase the user's max MP. Unfortunately the nearby Morphean Mushrooms have other plans for you, defeat them or dash out of there.

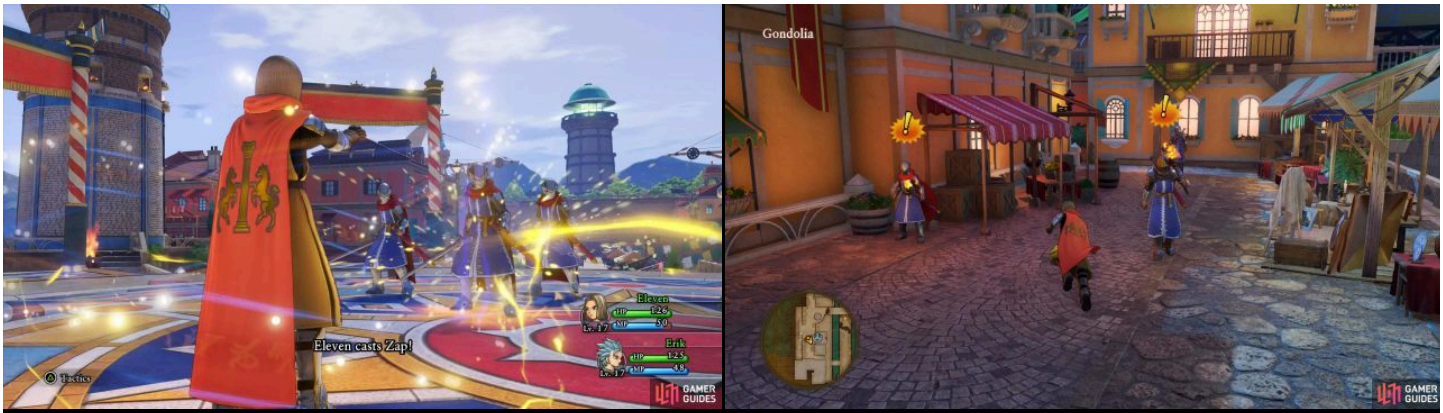
Continue south along the mushroom filled path until you reach the next large area, another chest can be looted here containing a **Green Eye**. This should be the final item to loot in this dungeon so feel free to Zoom back to Gondolia.

Gondolia's Signor Universo

Gondolia has changed since your last visit, the preparations for the Signor Universo are well underway. Sylvando opts to deliver the medicine with Serena and Veronica, leaving the Hero and Erik to secure a good viewing spot for the contest. Make use of the Inn if need be and then head north to the platform where the contest will take place. After the old man fails to persuade the two men into entering the contest, an old friend from Heliodor shows up. Proclaiming the Hero as the Darkspawn once more, the Hero and Erik are forced into combat.

You'll be up against five Heliodorian Guards, enemies who you shouldn't have too much trouble with despite only having the Hero and Erik present. Zap and Bang are very useful from the Hero to hit all the enemies at once. Have Erik focus on the two senior guards if you're using Zap on the other group, using Sleeper Hit if possible. If you find your HP dropping low, use Heal from the Hero if you still have some

MP left. If you're fortunate to find yourselves in a Pepped up state, make use of Scorched Earth as it will increase your chances of taking the enemies out.



Make use of Zap against the group of three guards (left), the guards can't keep up with you if you dash past them with the [R2] button. (right)

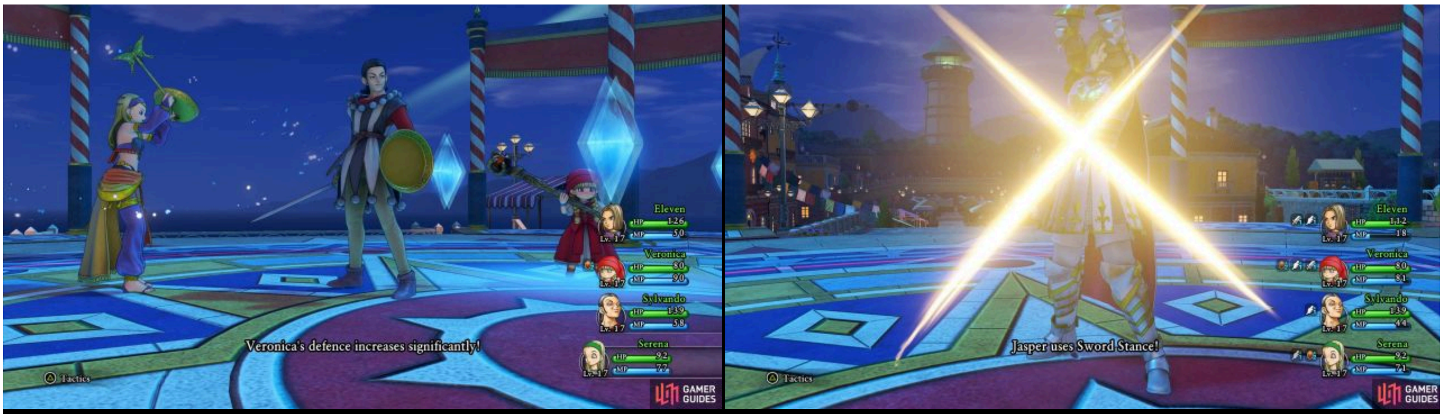
Your victory is short-lived as the duo find themselves surrounded. The aid provided from Sylvando and Veronica allows them to escape but not without Erik getting captured in the process. As night falls, the group plans to find Erik, using the buildings as cover from the Heliodor guards patrolling the town.

Your first priority is to reach the Inn, make your way upstairs and up the ladder to reach the roof. If at any point you come into contact with a patrol, you'll have to battle a group of guards, nothing too taxing. Make use of the Inn here to recover before heading to the roof if you've found yourself in some battles, you'll want to be fully rested. Use the ropes to cross the two rooftops and then drop down through the gap to reach the central bridge, head onto it.

The group spots Erik on the stage to the north of town along with Jasper, a frontal assault is too dangerous so Sylvando suggests taking a Gondola to reach the back of the stage. Examine the bridge and jump over the side to reach the main street once more. Head north until you can take the bridge to the right of you before heading back south to where the Gondola is docked. You'll have to dock at the northwest dock, it's the only one available and then make your way up to the back stage where Jasper awaits.

Boss: Jasper

Jasper is a tough battle with many tricks up his sleeves so you'll need to be well prepared. He has around 630 HP but can use Sword Stance to guard most physical attacks, it's for this reason that you want to go ahead and use magic, especially from Veronica. Jasper's attacks with his sword for regular damage to one person, has the dark spell Zam which will inflict nasty damage and can also seal the party's spells with Fizzle, you'll need to be prepared to remove this as soon as possible, especially from Veronica and Serena.



Veronica's defence increases significantly!

Jasper uses Sword Stance!

Buff Veronica at all costs, her low HP makes her a prime target to be defeated quickly (left), limit your physical attacks whenever Jasper uses Sword Stance. (right)

As Zam is Jasper's most deadly attack, you can attempt to seal his own magic with Fizzle from Serena if you've learnt it. As with all boss battles, Buff and Acceleratle are a must as is Decelerate and Sap on Jasper. Consider using Oomph on the Hero and Veronica too, this will increase the damage they deal with their spells. If Jasper's Sword Stance drops then begin using Cutting Edge with the Hero to deal more significant damage. Save Serena's MP purely for healing and supporting, don't waste time with Woosh and let Sylvando continue to support, Veronica and the Hero are your damage dealers here. Try to keep Buff on Veronica at least for the entire battle and you should be able to do enough to whittle him down and win the battle.

Following the events, the group manages to untie Erik however they find themselves still surrounded. Thankfully, Sylvando comes through for the group aboard his ship, scooping up the party in the process. A Tentacular rises to try and put a stop to the party but the merchant ships of Gondolia led by the Doge in thanks for helping his son. You also discover that Jasper was the one responsible for cursing his son in the first place, the mysteries continue to pile up. Sylvando has managed to glean information on where the Rainbough was last seen, to the northeast. On top of all of that, you now have a ship at your command, the ocean beckons!

New Horizons

Awarded for setting out in search of new lands.

Ⓖ 10

Search for the Rainbough

GAMER GUIDES

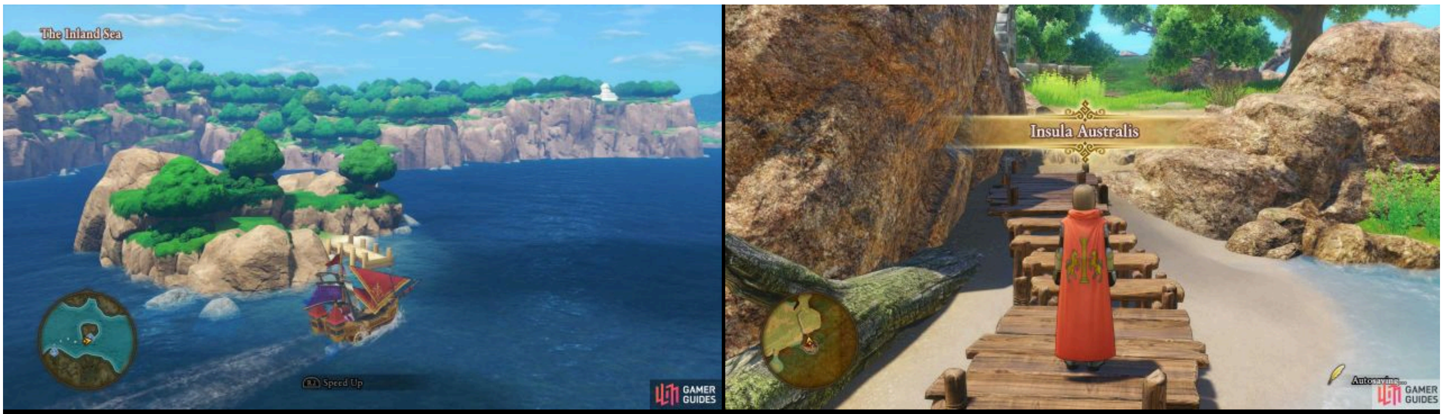
Exploring the Inland Sea

Monsters	HP
Man o' War	~50
Wizened Wizard	~55
Coralossus	~230
Merman	~102
Drake Slime (Day only)	~63
Miasma (Night only)	~80
Squid Kid	~54
Cyclown	~67
Brollyminator	~67

You'll finally have a ship at your disposal and with it, the ability to travel to other islands. If you open up your map, you'll see that you can Zoom back to Gondolia (sea) to gain access easier to The Inland Sea. You won't see monsters while travelling in the ship, instead they'll be random encounters that you cannot avoid so be sure to keep your HP relatively full at all times.

The monsters you can encounter in The Inland Sea are not too difficult however note that the Coralossus that you defeated back at the previous dungeon are now regular monsters here. Beware of the Brollyminators as you approach your destination, these nasty monsters can deal hefty damage with Wind Sickles. Your destination for now is the region of Zwaardsrust located far to the northeast of Gondolia however there's one short stop on the way. As you begin sailing in the direction of Zwaardsrust you'll notice a small island you can dock at.

Insula Australis



You'll find this island north-east from the Gondolia dock (left), there's a new Recipe to nab here. (right)

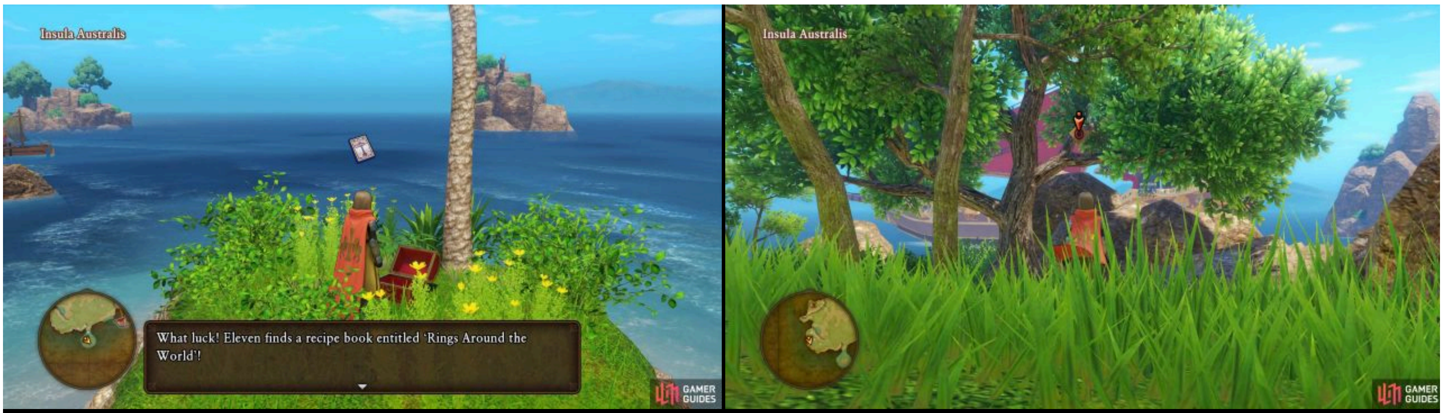
Items	Area
Rings Around the World	Southern island, chest

Sparkly Spots	Area
Glass Frit	Northeast from Dock
Royal Soil	North from Dock
Waveweed, Faerie Fluff x2	Flower gathering point

Monsters	HP
Weartiger	~90
Wizened Wizard	~55
Grublin	~61

This is just a small island with a few treasures to snag before you continue your journey. There is only one new monster to encounter here, the Grublin and he's nothing to worry about aside from being able to call for more allies to join him in battle.

From the dock, head north and search behind the small wall to your right to find a Sparkly Spot containing a **Glass Frit**. Continue north up the small hill to another Sparkly Spot housing a **Royal Soil** before heading across the island to the western edge. The door here is locked so you'll have to return later however drop down from it and leap over the log to the edge of the island where you can locate a Flower gathering point containing a **Waveweed** and two **Faerie Fluffs**.



What luck! Eleven finds a recipe book entitled 'Rings Around the World'!

You can find a chest to the south with a new Recipe Book (left), along with your first Crossbow Target for the Insula Isles. (right)

Continue south while hugging the western edge of the island and head up the hill to find the final Sparkly Spot containing another **Waveweed**. Turn around and look up at the nearby tree here to spot a Crossbow Target and then head southeast from here to a small island just off the southern edge where a chest awaits, open it up to obtain your next Recipe Book, **Rings Around the World** which will allow you to forge a Strength Ring, Prayer Ring and an Agility Ring.

Note

You'll come across lots of small islands during your travels, five of these will have a single Crossbow Target required to complete a category.

You've looted this island for now so return to the dock and board the Ship once more. Continue to sail to your destination, located far to the northeast. You'll notice a vortex of light in the sea as you make your way there, you won't be able to use this for now but it will become important shortly.

Zwaardsrust Region

Items	Area
14G	South dock, inside the hut, barrel
Magic Water	South dock, inside the hut, wardrobe
Belle Cap	Behind windmill, barrel
Strong Medicine	Warrior's Rest Inn, barrel
Smithing with Steel	Warrior's Rest Inn, bookshelf
Mini Medal	Warrior's Rest Inn, chest

Items	Area
Faerie Fluff	Warrior’s Rest Inn, pot
30G	Warrior’s Rest Inn, pot
Purple Eye	Ruins west of Warrior’s Rest Inn, chest
1500G	Western exit, chest

Sparkly Spots	Area
Butterfly Wing	Southwest of windmill
Butterfly Wing	East of windmill
Silver Ore x2, Iron Ore	Ore gathering point, southwest of Warrior’s Rest Inn
Mini Medal	Hidden in field of hay west of Warrior’s Rest Inn
Dieamend	On balcony of windmill west of Warrior’s Rest Inn
Gold Ore	Warrior’s Rest Inn, inside the well
Butterfly Wing, Narspicious, Coagulant	Northeast, Tree gathering point
Coagulant	Northwest
Royal Soil	Ruins west of Warrior’s Rest Inn
Royal Soil	Ruins west of Warrior’s Rest Inn

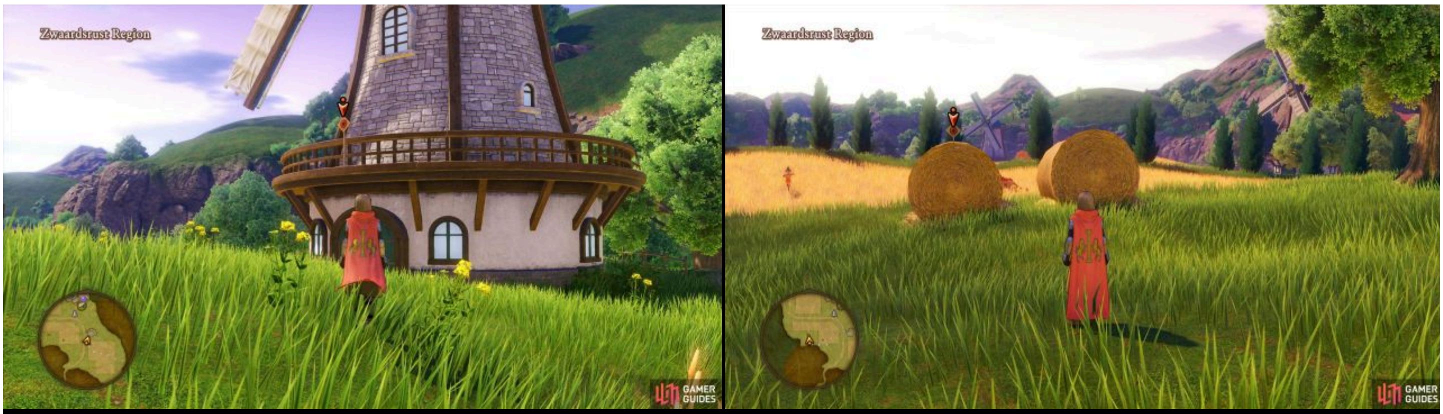
Monsters	HP
Great Sabrecat	~76
Grim Gyphon	~63
Cyclown	~67
Grublin (Day only)	~61
Bite Bulb	~72
Hocus Chimera (Day only)	~67
Tap Devil	~61
Stone Golem	~105
Deadnaut (Night only)	~102
Hood (Night only)	~109

Zwaardsrust is a large region that connects to another large region, its for that reason that you’ll be seeing a lot of this place. The monsters take a step up here, if you’re not around levels 18-20 by now then consider taking some time to increase your levels. Of particular note is the Tap Devils, these monsters can not only cause your entire party to lose their sense and dance uncontrollablay but also Curse the entire party, make these beasts your main priority in battle.

As you depart from the ship, head inside the hut to find **14G** in a barrel and a **Magic Water** from the wardrobe. Leave the hut and begin to head north through the linear path and as it opens up, search near the wall to the left to find a Sparkly Spot containing a **Butterfly Wing**. Your next Weather Cow is here, be sure to speak to it and then head east to the edge of the cliff and follow it north to the next Sparkly Spot housing another **Butterfly Wing**.

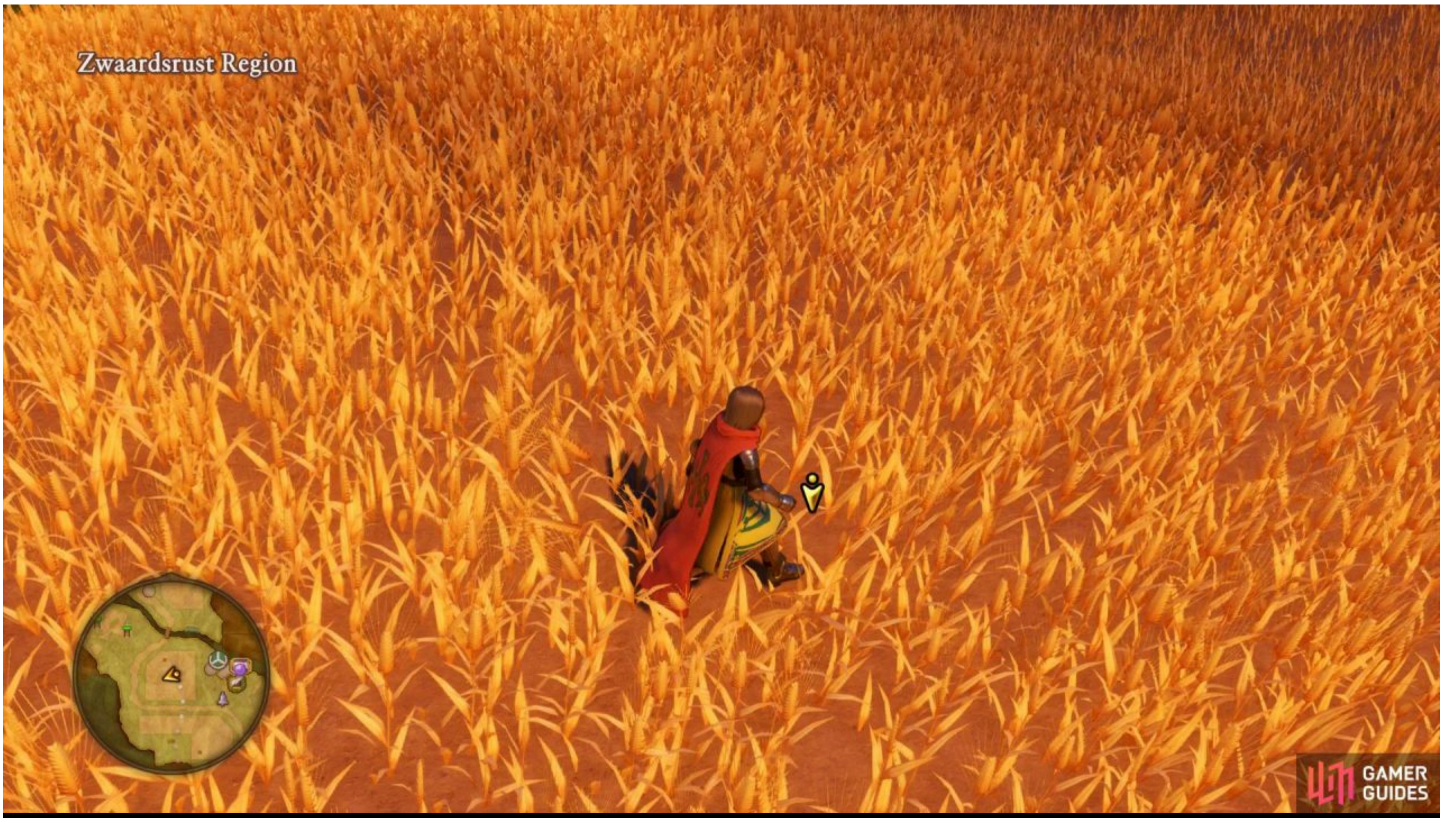
Trivia

When travelling towards the north-west in this region, you can spot the Yggdrasil Tree in the distance.


Zwaardsrust Region
Zwaardsrust Region
GAMER GUIDES
GAMER GUIDES

The first windmill you come to will have a Crossbow Target on (left), the second can be found sitting in front of the Ore gathering point to the south-west. (right)

North-west from this last spot is a windmill, head over to it and look just above the door to spot the first Crossbow Target of this region. Head around back now to find a barrel containing a **Belle Cap**. Make a quick trip to the southwest corner of this area where you'll see an Ore gathering point, crack it open to obtain two **Silver Ores** and an **Iron Ore**. Turn your camera to the north from here and look on top of the nearest hay bale to spot the next Crossbow Target. Make your way over to the field just west of the Inn to the northeast and search very carefully in the center, there's a hard to see **Mini Medal** that you can pick up. The best way to find this is at night and by moving slowly southeast from the hay bale in the field. Now make your way over to the Warrior's Rest Inn to the east of this field.



This Mini Medal doesn't sparkle so you'll have to look very carefully to find this hidden item.

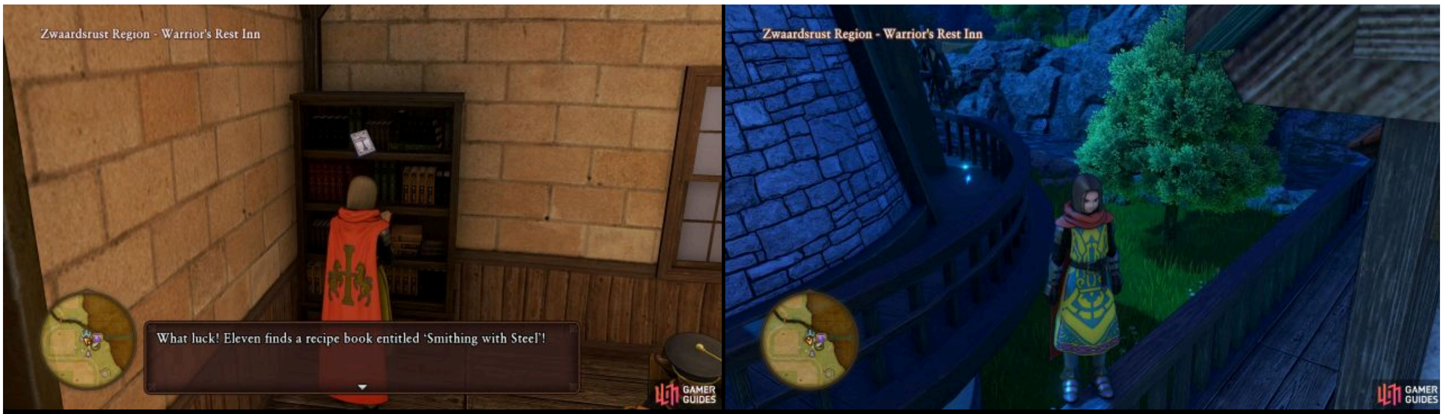
The Warrior's Rest Inn

This Inn is actually a Zoom destination and acts as the best way to travel back to this region. Inside the Inn you can rest up and save your game if need before you check the Item shop just outside. The only new item of real note is the new dagger for Erik, it's low in attack power (in fact its the lowest in the game) but it features a unique property, it can cause instant death at a 4% chance. You can increase this even further to +7% through reworking however it's still probably not worth the hassle unless you have the ability to equip two Knives on Erik.

Tickington

Inside the Warrior's Rest Inn, you will find a green tockle that will give you the pastword for **Erdrick's Future Home**.

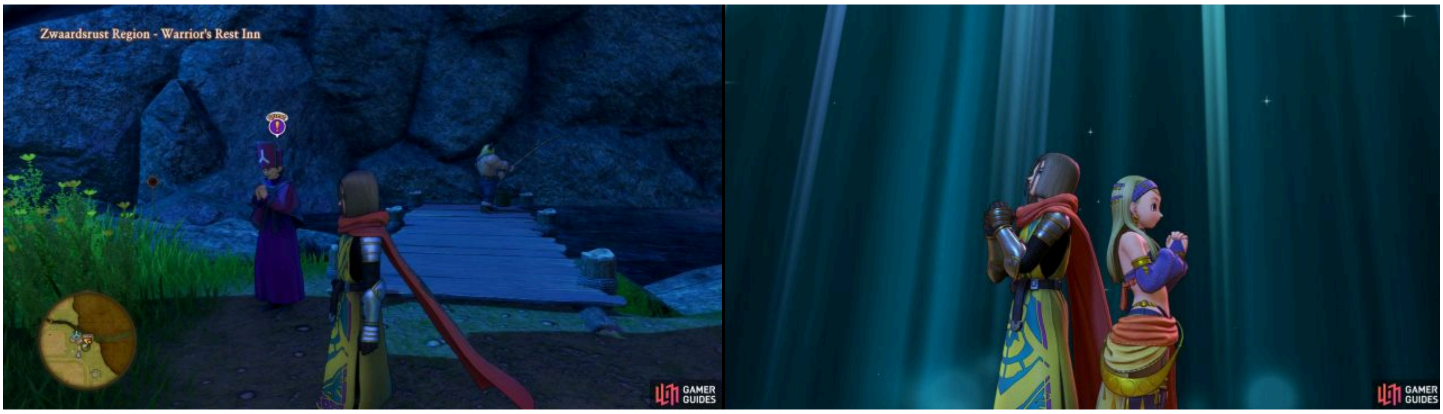
Back inside the Inn, head upstairs to find two barrels at the back, smash them to obtain a **Strong Medicine**. Check the nearby bookshelf for your next Recipe Book, **Smithing with Steel** which will allow you to forge an assortment of equipment requiring Silver Ore. Exit the Inn via the door near the bookshelf and go around the corner on the balcony to find a chest containing another **Mini Medal**. If you look closely from this balcony, you'll see another Sparkly Spot on the balcony of the nearby windmill, jump on the railing of the inn and over to this to obtain a **Dieamend**.


Zwaardsrust Region - Warrior's Rest Inn
Zwaardsrust Region - Warrior's Rest Inn
GAMER GUIDES
GAMER GUIDES

What luck! Eleven finds a recipe book entitled 'Smithing with Steel'!

You'll find a new Recipe Book upstairs in the Warrior's Rest Inn (left), then leap from the balcony outside over to a Sparkly Spot. (right)

Drop back down to the ground and search around the back of the house to find some pots, smash them to obtain a **Faerie Fluff** and **30G**. There's a Priest you can speak to here with a quest, he'll give you some information on the history of the kingdom that once stood here and how monsters destroyed it. The Priest wishes for you to use the Pep Power Care Prayer usable by the Hero and Serena on a Deadnaut, found only at night in the nearby ruins, accept his request to begin **Quest 11 - A Path to Paradise**. You'll spot the next Crossbow Target just behind the Priest here, shoot this. Finally, before you're finished with the Inn for now, climb down the well and pick up the **Gold Ore**.

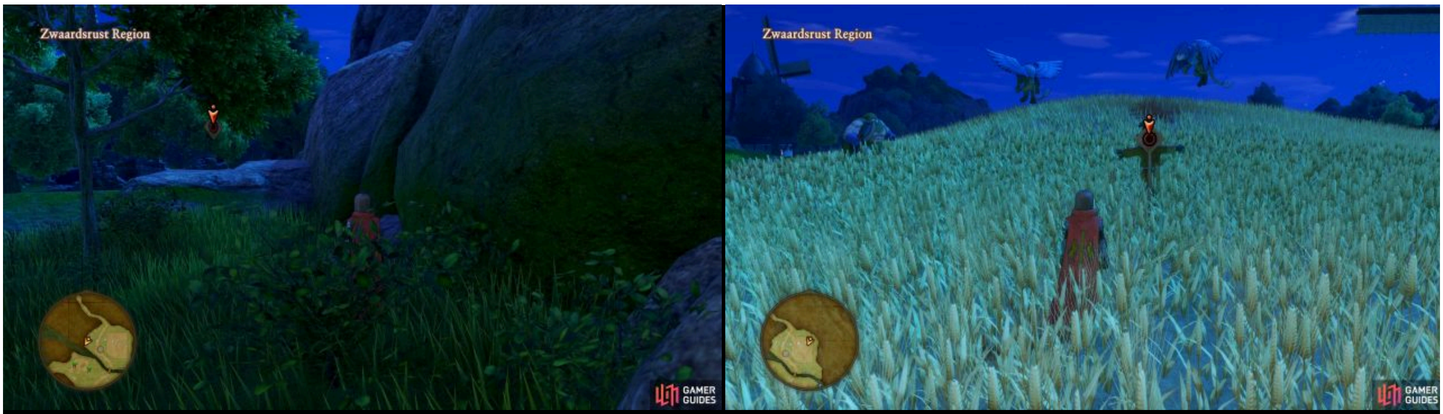


Speak to the Priest behind the Inn to begin a new quest (left), perform Care Prayer on the deadnauts to the west at night to complete it. (right)

Place Serena back into the party and make sure it’s night so that you can attempt to have her and the Hero reach the Pepped up status. If one of them does, take them out of the party until the other person does, that way you can guarantee both characters are Pepped up at the same time. As you travel west from the Warrior’s Rest Inn you’ll come across a bridge leading north.

Head east from the bridge to reach a Tree gathering point containing a **Butterfly Wing**, **Narspicious** and a **Coagulant**. Head directly west from here to hit the western wall and then travel north along it to find another Sparkly Spot containing another **Coagulant**. Head west from the windmill here to the edge and spot a Crossbow Target hanging from the tree. You’ll find the final Crossbow Target in the hay field to the northeast, behind a scarecrow. Zoom back to the Warrior’s Rest Inn and speak to Bodkin Bowyer to receive your reward, four **Seeds of Agility**.

Make use of the Inn (keep it at night) and save your game again if you wish and then set out once more, this time continuing west past the bridge to the ruins. You’ll find Deadnaughts all over this area, the target for you quest and once you have the Hero and Serena Pepped up, use Care Prayer in battle before defeating them. Return to the Priest to complete the quest and obtain a **Robe of Serenity** for your troubles. This is a great piece of armor for either Veronica or Serena, give it to whoever you use more.



Search in the tree to the northwest to find a Crossbow Target (left), before striking the final target on the back of a scarecrow in the nearby field. (right)

Back in the ruins you’ll spot some stairs leading down, ignore these for now as they lead to a locked door however you’ll find a Sparkly Spot in the poison containing a **Royal Soil** and a chest just ahead with a **Purple Eye** inside. You’ll find another **Royal Soil** in the poison puddle just south of the western most stairs as you make your way west out of the ruins. You’ll stumble upon a chest that you cant miss as you head this way, open it to obtain **1500G**. The final Sparkly Spot is out of your reach for now, rocks block the exit so return across the bridge and exit the Zwaardsrust Region to the north.

Dundrasil Region - North

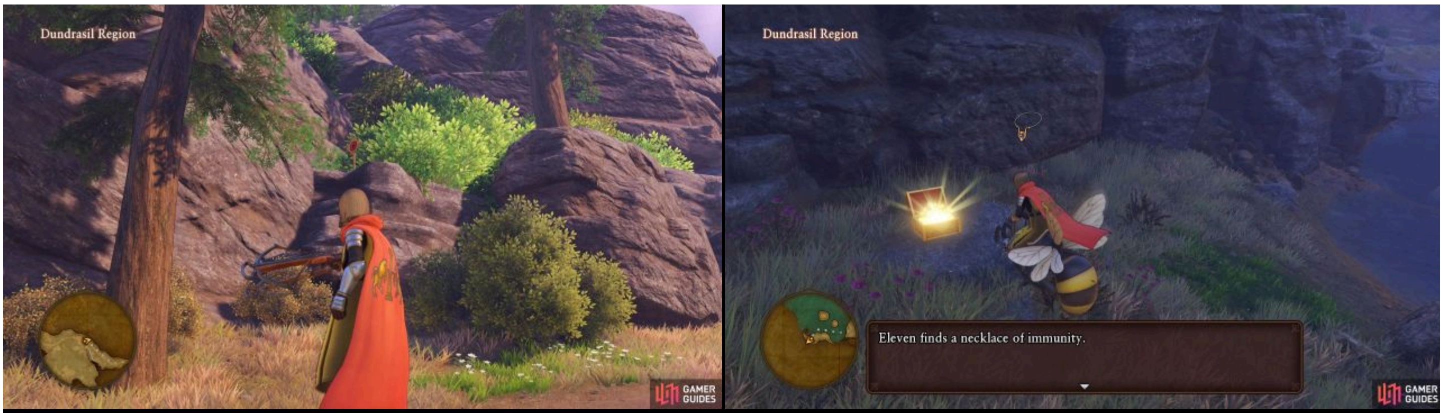
Items	Area
Necklace of Immunity	Southwest island, chest

Sparkly Spots	Area
Glimmer Grass	Central rock formation
Silver Ore	South of Octagonia entrance

Monsters	HP
Grublin	~61
Hood	~109
Jargon	~122
Drackolyte (Night only)	~66
Rottontail	~86
Fandangow	~92
Horknight (Mount)	~76

You only have access to a small part of the Dundrasil Region for now but if you take a glance at your map, you'll notice a town is nearby. This is your destination but first there's a few items to snag and a Crossbow Target to hit along with a few new monsters to add to your growing guide.

The monsters here are not too threatening although beware of the Drackolyte's ability to use Bang against the group and the Fandangow's Underpants dance. The Jargon is in fact a Dragon and as such, Dragon Killer will finally have a use if you're using Swords on the Hero, Erik or Sylvando.



Eleven finds a necklace of immunity.

Shoot the only target available for now just under the arch (left), mount a Horknight and fly it over the lake to a chest in the south-west. (right)

Follow the linear path until the area opens up and keep to the wall to your right until you reach the archway. Walk over to the nearest tree on the right here, turn to face the east and look up on the rocks to spot the only Crossbow Target you can hit for now. Head southwest into the center of the area to find a rock formation, climb onto them and search in the middle to discover a Sparkly Spot containing a **Glimmergrass**.

You'll notice that there is a glittering Horknight that you can find in this area, fight one and defeat it to acquire it as a mount. Climb on top of the bee and you can now fly over the nearby lake, do so and search the south island for a chest containing a **Necklace of Immunity**, a handy trinket that will protect against Poison based attacks. Return to the main path and follow it north until you reach the next open area near the entrance to town. Search directly west from where you drop down to find a Sparkly Spot in the corner containing a **Silver Ore**. There's nothing else to find out here for now so proceed north into the town up ahead.

Octagonia

GAMER GUIDES

Items	Area
Feathered Cap	Inn, wardrobe
Pretty Betsy	House next to Goddess Statue, pot
Magic Beast Hide	House next to Goddess Statue, wardrobe
800G	South of east house, chest
80G	Lower level, east, pot
200G	Lower level, near stairs, pot
Garter	Lower level, house, wardrobe
Mini Medal	Lower level, alcove under stairs, pot

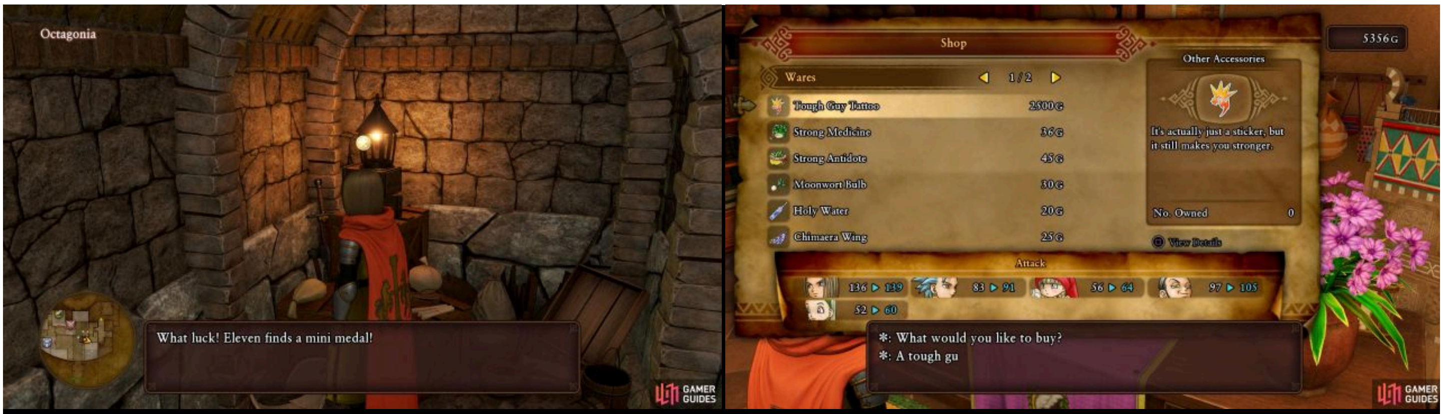
Items	Area
Finessence	Lower level, south wall, pot
Drasilian Shilling	Lower level, house northwest of Armor shop, barrel
Star of Clarity	Lower level, roof of the Armor Shop, chest
24G	Lower level, western house, pot
Narspicious	Lower level, Orphanage, barrel
Silver Ore	Lower level, Orphanage, pot
Building Butterfly Bric-a-Brac	Lower level, Orphanage, bookshelf
Green Eye	Behind the Inn, chest
51G	Upper level, barrel
Faerie Fluff	Upper level, barrel
Magic Water	Third floor, Inn, barrel

Octagonia is a lush entertainment town with one major attraction, it's Masked Martial Arts tournament. As the nearby Bunny Girl so kindly points out, the tournament is due to start soon and hands the group a poster detailing it. It's intriguing enough and piques Sylvando's interest as well however like all new towns you come to, there's items to be looted.

Begin by heading north and into the Inn on your left and head down the stairs to find a wardrobe with a **Feathered Cap**. Return upstairs and search around the back of the Inn on a nearby rooftop to find a chest containing a **Green Eye**. Head east from the Inn where you can find a Goddess Statue to save your game should you need to. Head inside the nearby house and smash the pots to obtain a **Pretty Betsy** before taking the stairs down to find a **Magic Beast Hide** in the wardrobe. Leave the house and look south to see some stairs going down and some going up to your left, take the stairs up and head right to climb on top of a platform. Follow the path to the end here to find a chest with **800G** before going back to the previous stairs and taking the next set down.

Immediately check the west alcove to find a pot next to a blocked well, smash it to obtain **80G**. Take the next stairs down and check by the side of them to find more pots waiting to be smashed, you'll obtain **200G** from one of them. Take another set of stairs down and enter the house where you'll find another wardrobe upstairs containing a **Garter**.

Head down the final set of stairs to reach the bottom of town and take a right to search in a small alcove under the stairs, a pot here contains a **Mini Medal**. Exit the alcove and search the south wall to find two more pots lined up for you, break them open to obtain a **Finessence**. Head into the Weapons shop now to check out the equipment on sale. If you've been keeping up with your forging then the Black Blade should be weaker although you can raise it higher through reworking (and frankly, its a great looking weapon), the call is yours. The Lolly Stick is slightly better for Serena however and the Rod of Rapidity for Veronica will let her act slightly faster in battle, grab this for sure.



What luck! Eleven finds a mini medal!

Tough Guy Tattoo	2500G
Strong Medicine	36G
Strong Antidote	45G
Moonwort Bulb	30G
Holy Water	20G
Chimaera Wing	25G

It's actually just a sticker, but it still makes you stronger.

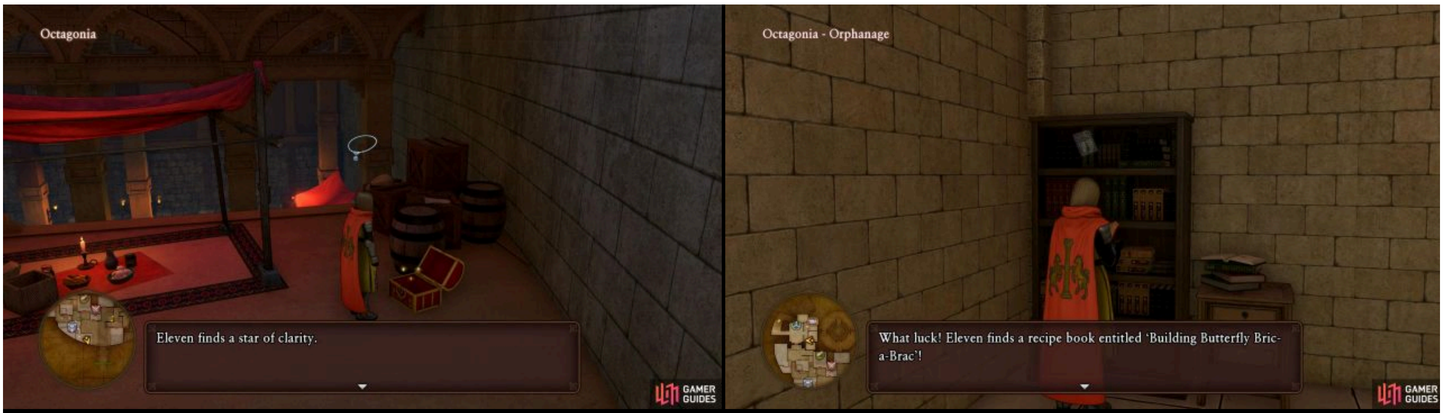
*: What would you like to buy?
*: A tough gu

Look in the alcove at the bottom of Octagonia for a pot with a Mini Medal inside (left), be sure to pick up some Tough Guy Tattoos. (right)

Check out the Armor shop next and the Mallebale Masks are improvements to the girls previous headgear however you'll soon be able to forge them yourself. All of the other equipment here is not worth purchasing as you can forge better at the camp. The final shop here is the Item shop and they're now selling Tough Guy Tattoos, these are a flat increase to your Strength and you should buy one for the Hero and Erik if possible. These will be even more useful if you increase them to +3 at the forge the next time you're there.

Leave the Item shop heading up two sets of stairs to the west of you before entering the first house on the right, you'll find a barrel here containing a **Drasilian Shilling**. Look to the west of the stairs outside now to spot some crates you can leap on and reach a chest on the roof of the Armor Shop containing a **Star of Clarity**. Enter the next house up the stairs and you'll find some pots upstairs that you can break containing **24G**. Return to the stairs next to the Item shop and take the north stairs up to enter the Orphanage. You can save your game again here if you need to and then head through the western corridor, taking the stairs down to a barrel containing a **Narspicious**. Return up the stairs and check out the east side of the Orphanage. One room houses some pots for you to smash containing a **Silver Ore** while the other room has a bookshelf with your next Recipe Book, **Building Butterfly Bric-a-Brac** which will allow to finally forge a new weapon for Erik.

Return to the entrance and take the northeast stairs up to the Upper Octagonia. You can't access the central structure here but you can find three barrels scattered around the outter ring, upon smashing them you'll obtain **51G**, and two **Faerie Fluffs**. You'll also find the next girl offering a Puff-puff in the south-east corner, take her up on it.



Eleven finds a star of clarity.

What luck! Eleven finds a recipe book entitled 'Building Butterfly Bric-a-Brac'!

Use the crates to jump onto the roof the Armor shop to find this chest (left), the next Recipe Book can be found in the Orphanage. (right)

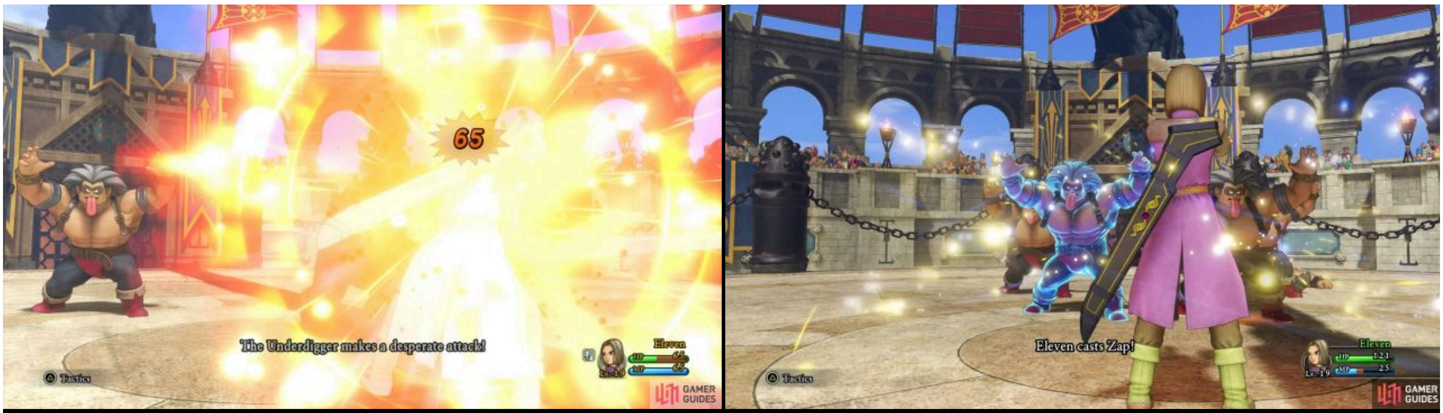
Head back down and make use of the Inn to rest up and save your game before proceeding down the center where Veronica will notice the Rainbough is being offered up as the prize for winning the tournament. Head to the front desk to get yourself signed up for the tournament where you'll learn that your partner is chosen at random. You'll obtain your mask and the #11 for the upcoming partner draw, when you're ready head around back and take the elevator up to the third floor.

Before you proceed, head into the nearby rest room and break the barrel to obtain a **Magic Water**. Proceed up to the top now to take part in the drawing of partners. Following the events, the Hero will be drawn with last year's champion, Vince Vanquish. Return to the elevator where you'll be advised to rest at the Inn before the first matchup, head down and you'll bump into Serena. Veronica's had a run in with one of the fighters however the Hero's new partner smoothes everything over. With that out of the way, save your game and then head over to the Inn to take a brief rest.

Vince will wake you in the morning and the two of you will go to the arena. You're not the only participant in the waiting room as the other candidates rally themselves for the battle to come. Head over to Vince to let him know you're ready for your first battle.

VS Abominable Showman & The Underdigger

Your first round is up against The Underdigger who Veronica previously had a run in with and the strange fellow with his tongue out, Abominable Showman. Showman has around 251 HP and The Underdigger 292 HP so you'll need to be on your toes.


The Underdigger makes a desperate attack!

Eleven casts Zap!

The Underdigger is the most dangerous of the two with his desperate attacks (left), use Zap on the Showman clones to take them all out at once. (right)

Vince will be of great use in these battles, you don't control him directly but he cannot be killed and will also toss a Medicinal Herb to heal you but don't let it drop too low or you risk falling. The Underdigger is the more dangerous of the two so focus your attacks on him first, Cutting Edge is a great ability to use in these battles as is Greatsword Guard (or Sword Stance if you're using Swords) to parry and block their attacks. Both of your opponents can do regular attacks that deal moderate damage but The Underdigger has a hard hitting attack that will likely cause a Citicial for over 60HP. The Abominable Showman can create clones of himself that will attack you for minor damage and although it doesn't seem much, suffering four of these a combat round will add up. Finally, the pair can Pep themselves up, if both of them are Pepped up then defend the next round by all means to limit the damage from their combination attack.

Following your victory, the duo will witness the next match between Rab and Jade against Erik and his partner. The speed at which the female warrior attacks is too much for Erik as he's defeated in the first round. Once you find yourself back in town you'll say your farewells to Vince for the day and gain control once more. Head toward the Inn to reunite with your party, where you'll have another brief encounter with Rab and Jade who warns the Hero to look out for Vince, something that prompts Serena to let the party in on the current rumours in town, that warriors have been vanishing from town.

Heed Erik's advice and make your way towards the Orphanage found at the Church in the lower part of town. As you reach the Orphanage the Hero will talk with Vince for a while about the Orphanage and the recent disappearances before a large crashing sound from the direction of his room interrupts the coversation. Take off after him and enter the south most door in the Orphanage. With all the commotion, Vince will suggest to spend the night here, agree and spend a night at the Orphanage.

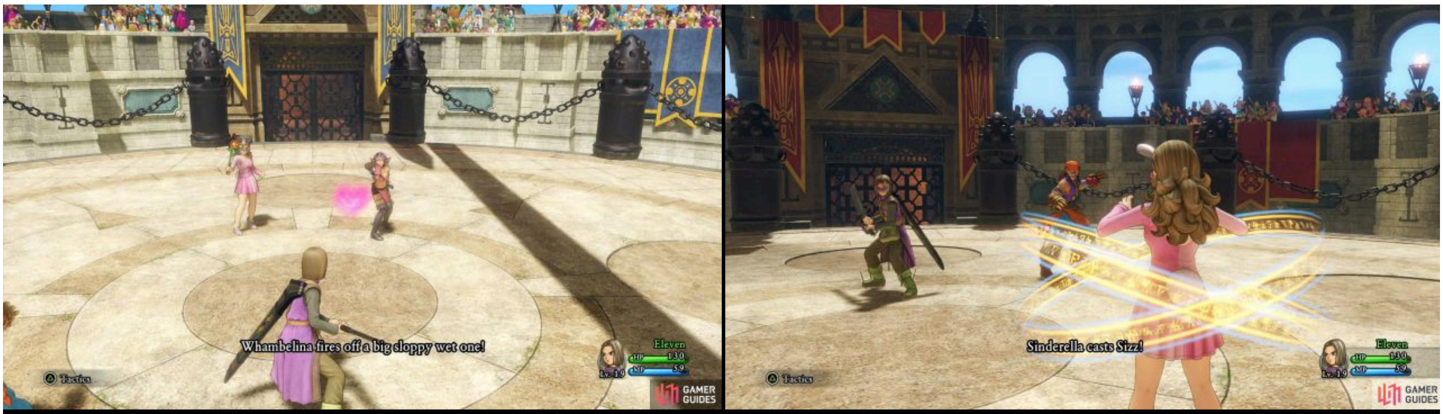
The next day you'll find yourself back at the waiting room at the arena, save your game if needed and then head over to Vince to begin the next round.

Trivia

Some of your opponents for this tournament are cameos from the previous Dragon Quest games, namely Dragon Quest IV.

VS Sinderella & Whambelina

This attractive duo will try to fool you using their looks to distract you. Both of your opponents have around 300 HP and can pack a punch themselves, as they say, looks can be deceiving. Sinderella is the mage of the duo, she can cast Sizz and Frizzle alongside Midheal and her regular attacks. Whambelina will focus more on her sword and will perform Flame Slash alongside her regular attacks along with blowing a kiss, an attack that can put a character into a trance putting them out of action.


Whambelina fires off a big sloppy wet one!

Sinderella casts Sizz!

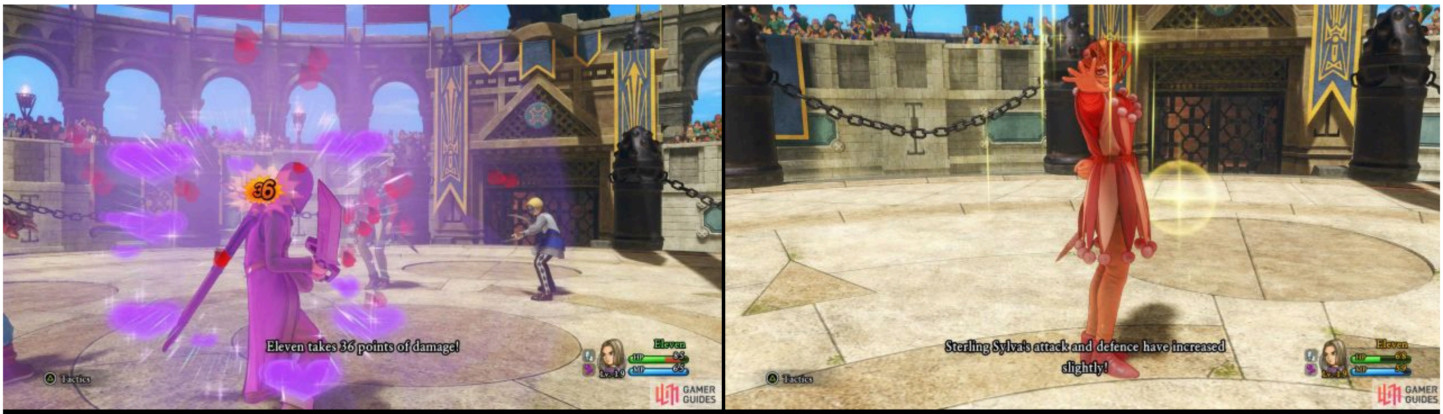
Whambelina's kiss can charm the Hero if you're unfortunate (left), while Sinderella will bombard the duo with spells. (right)

Once more, the duo can Pep themselves up too along with using a signature Pep power if they find both of themselves Pepped up. If this occurs, defend the next round to limit the damage it will inflict. Make Sinderella your primary target, her ability to heal can drag the battle out and her magic is more damaging than Whambelina. As always, Cutting Edge is the best ability to go for if you're using Greatswords otherwise consider using Falcon Slash to take them down. Following your victory you'll get a short scene before the Semi Finals begin straight away.

VS Sterling Sylva & Golden Boy

Sylvando, in the guise of Sterling Sylva is your opponent for this round alongside his partner, Golden Boy.

Sylvando has around 346 HP and his partner 336 HP, your oppenents health keeps increasing with each passing battle it appears. Sylvando has many tricks at his disposal, he'll use Hot Lick frequently, a multi hitting Flame attack on one person along with regular attacks for moderate damage. When his health drops low, he can use Miracle Sword to replenish some of it. He can Poison you with his kiss ability, something that you'll want to remedy immediately and finally he can self buff himself, increasing both his attack and defense.


Eleven takes 36 points of damage!

Sterling Sylva's attack and defence have increased slightly!

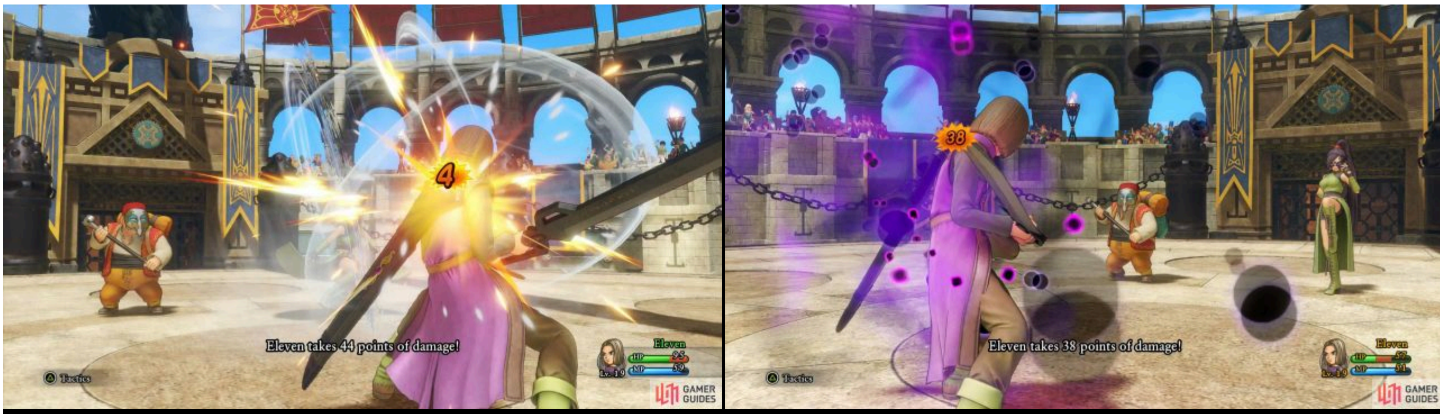
Sylva's Kiss can cause you to become Toxic, remove this with a herb immediately (left), be prepared to heal more when Sterling Sylva starts increasing his attack and defense. (right)

Golden Boy can also replenish his own HP with his abilities and will attack twice in a round due to dual wielding. The pair, like all other rounds so far, also have a unique Pep Power too if they're both Pepped up, like ususal, defend the following round to limit the damage.

As you may assume, Sylvando is the greatest threat here, concentrate your attacks on him at all times. By now you should know that Cutting Edge should be your go to ability when attacking singular enemies. Once again, you'll get no chance to save your game following your victory as you'll proceed straight to the final, a match up against the duo from earlier.

VS Rab and Jade

This will be the most difficult fight yet, as you may expect. Rab and Jade are a fearsome duo and compliment each other well. Rab has around 364 HP and Jade 414 HP. Rab can use Zam to cause Dark damage to a character and Crackle to hit the group for around 40 HP. Rab can also use Snooze to put a character to sleep and heal both himself and Jade with Midheal, making him even more of a pain. Jade on the other hand will use martial arts based attacks, all of which hit quite hard and their Pep power is especially damaging too, be sure to guard that at all costs.



Eleven takes 44 points of damage!

Eleven takes 38 points of damage!

Vacuum Slash hits hard (left), Rab will not only heal but hit you for moderate damage with Zam. (right)

You'll need to pay more attention to your HP here, although Vince will still heal you if it drops low, Jade and Rab hit hard and it may be too late if you let it drop too low. Especially once they Pep themselves up, their regular attacks will hit very hard, be sure to heal yourself if you drop below 80 HP. As for your primary target, Rab should be first up, his ability to put you to sleep is dangerous and healing with Midheal can turn the battle in their favor.

Following your victory, your adversaries take note of the mark of the Luminary on the Hero's hand, a distraction which causes them to lose the match. Before Vince and the Hero can discuss what to do with the reward, Vince falls to the ground clutching his stomach. Save your game and then head over to the Inn once more to rest up following your exploits at the arena.

You'll be woken by Rab during the night, Jade has gone missing along with some other warriors from the tournament and request the aid of your party to help him track them down. They were spotted last at the Orphanage so make your way back there. Upon reaching the Orphanage the children will inform you that Vince is nowhere to be seen and that the basement garden has been tampered with. Make your way down there to discover the wall has been broken down, head into gaping hole to continue your search.

Caverns Under Octagonia

Caverns Under Octagonia
GAMER GUIDES

Items	Area
Assassin’s Dagger	West, chest
1000G	Central, chest
Mini Medal	East, chest
Blue Eye	Central, chest
Seed of Skill (Cannibox)	Central, chest
Yggdrasil Leaf	Southeast
Magic Water	Outside boss door, chest

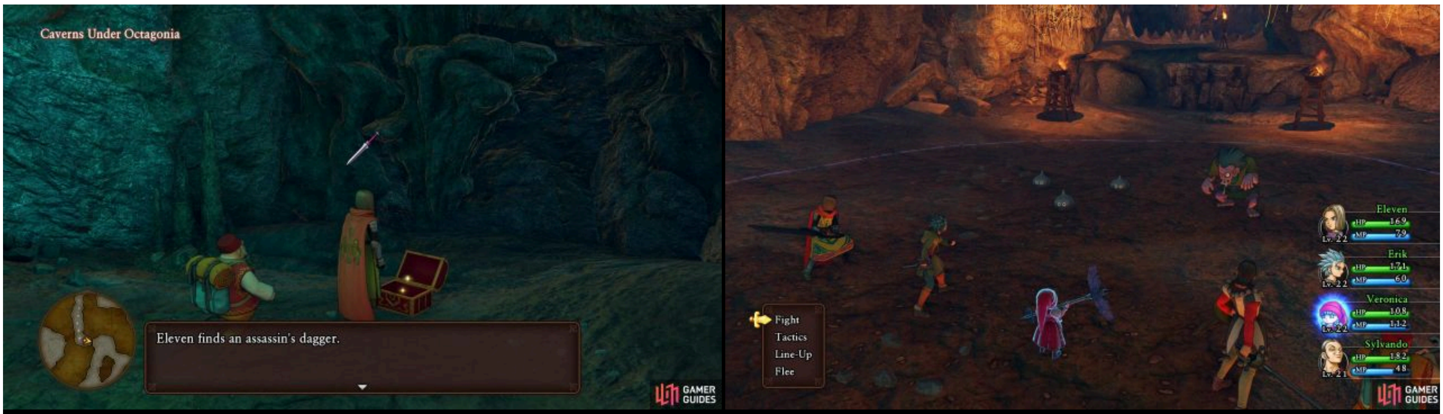
Sparkly Spots	Area
Tangleweb	East of the entrance
Silver Ore	North of the entrance
Silver Ore	Central
Gold Ore, Silver Ore x2	East
Iron Ore	Southeast
Silver Ore	South

Monsters	HP
Metal Slime	~4
Deadnaut	~102
Drackolyte	~66

Monsters	HP
Toxic Zombie	~102
Clockwork Cuckoo	~56
Shadow Minister	~82
Troll	~513
Cannibox	~208

This deep, murky cavern is hidden below the Orphanage and appears to be where the missing warriors may be. Rab will join as a guest for this dungeon and will heal if your health gets too low. As you can see from the Monsters list, there's an opportunity to encounter Metal Slimes in this dungeon, be sure to use multi hitting abilities if you encounter one of these to gain tremendous Exp. The only other monster here of huge concern is the Trolls, these mammoth brutes have a whopping 513 HP and take some beating, be sure to use your abilities against them.

From the entrance, head east at the first intersection to find a Sparkly Spot behind the spider webs containing a **Tangleweb**. Follow the path west and then north until you reach the next intersection, taking a brief detour back to the east to find another Sparkly Spot, this one containing an **Silver Ore**. Return to the main path heading west and follow it around until you come across the next intersection, you'll notice some metallic orbs on the ground. These are actually encounters with Clockwork Cuckoos however they have a high chance at including Metal Slimes, whenever you see these, trigger a battle.

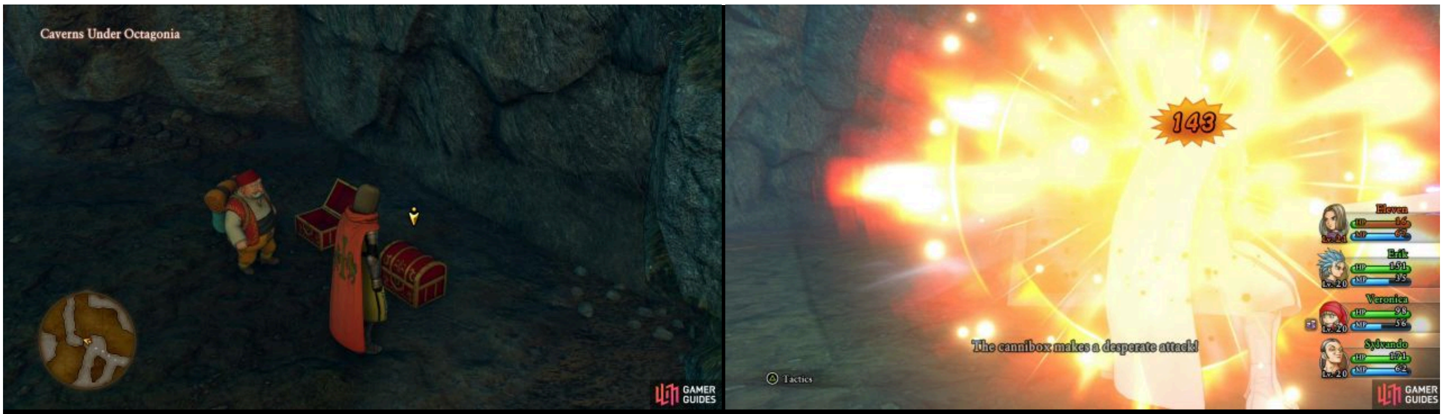


Eleven finds an assassin's dagger.

You'll find a new Dagger for Erik at long last in a chest here (left), the elusive Metal Slimes can help you gain some levels ahead of the difficult boss here. (right)

Once you've finished battling here, take the western path and follow it to the end to find a chest behind two Toxic Zombies, open it to obtain an **Assassin's Dagger**, a useful Dagger for Erik that has the possibility of causing instant death (including against Metal Slimes). Return to the previous intersection and continue south to the next and search behind the northern most webs first to find another chest, this one housing a bag of **1000G**. Search behind the other webs to the northeast here to find a Sparkly Spot containing another **Silver Ore**.

Take the southern exit now and follow the linear path to the next intersection, continuing north as you reach another large open room. You'll encounter a Troll here, a viscious brute with more than 500 HP so be prepared for a lengthy battle, a regular attack from a Troll can do upwards of 70 HP so be careful. After defeating it, check behind the webs to the west to find an Ore gathering point containing **Gold Ore** and two **Silver Ores**. Return to the large room and check in the northeast corner for a chest containing a **Mini Medal**.



The cannibox makes a desperate attack!

Beware the chest on the right (left), the Cannibox inside can deal devastating damage. (right)

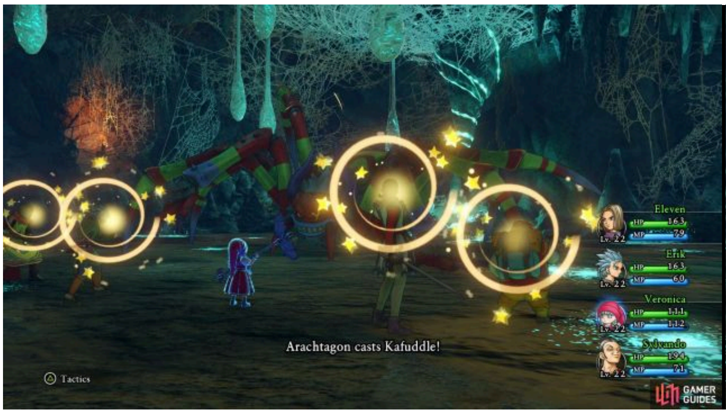
Return south to the previous intersection and take the eastern route this time to the next room where you'll find a Sparkly Spot containing an **Iron Ore**. Follow the path south to the next clearing where you'll find another Sparkly Spot, this time containing a **Silver Ore**. Continue following the path to the next intersection and head to the northwest corner to find two chests. The left chest contains a **Blue Eye** but the right chest contains a Cannibox. These Mimics are deadly as they have the ability to cast Thwack, an instant death spell along with performing Desperate Attacks for huge damage. Once you manage to defeat the Cannibox you'll obtain a **Seed of Skill**, if Sylvando is not anywhere near learning Hustle Dance then give it to him, otherwise consider giving it to someone else.

Head south from here and then go down to the southeast corner to find another chest, this one containing a **Yggdrasil Leaf**. Follow the path to the west now where you can find the final chest containing a **Magic Water**. Take the time to recover your HP and MP and make sure you're at least Level 22, the possibility of Metal Slimes in this dungeon makes it ideal to grind a few levels out. If you've unlocked Hustle Dance for Sylvando then keep him in your party otherwise use Serena over him. Once you're fully prepared, open the door and step through.

Arachtagon

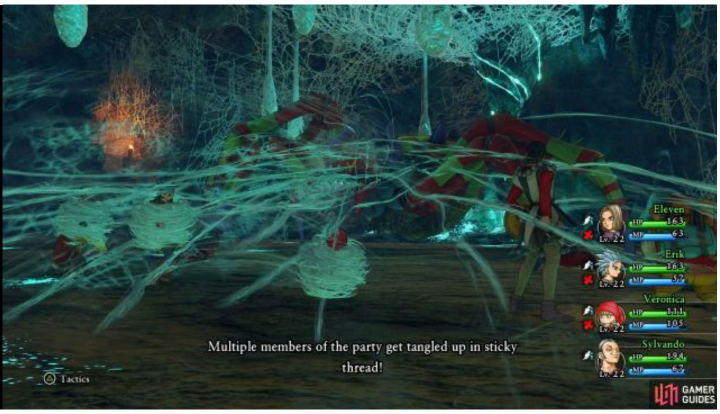
Arachtagon is a very tough encounter and one that you'll want to make sure Sylvando has mastered Hustle Dance for. Arachtagon has many group wide attacks that you'll need to recover from a lot. Rab will help a little but Sylvando's Hustle Dance will recover for around 70HP to the entire party. If you haven't learnt it yet then go with Serena for Midheal, you'll need the extra healing.

Arachtagon has around 1270 HP so you'll need to make sure you buff up and debuff the boss like always. Buff and Sap are givens as is Sylvando's Oomph, especially on Veronica as the boss is weak to Fire and her Sizzle (or Frizzle if you have it) will deal huge amounts of damage. Arachtagon can cause confusion to the entire party along with poisoning on regular attacks, of which he attacks twice per round. As a result of this, don't let anyone's HP drop below 100 and consider using Serena's Alma Matter on her for even more security. Have the Hero and Erik use their Scorched Earth Pep Power if you have the chance, this will deal great damage to him as well.



Arachtagon casts Kafuddle!

Tactics
Eleven
HP 163
MP 79
Lv. 22
Erik
HP 163
MP 60
Lv. 22
Veronica
HP 111
MP 112
Lv. 22
Sylvando
HP 194
MP 71
Lv. 22



Multiple members of the party get tangled up in sticky thread!

Tactics
Eleven
HP 163
MP 63
Lv. 22
Erik
HP 163
MP 57
Lv. 22
Veronica
HP 111
MP 105
Lv. 22
Sylvando
HP 194
MP 67
Lv. 22

Kafuddle is Arachtagon's most dangerous attack, you can only heal it with Sobering Slap and Rab's Defuddle (left), if you get tangled at the same time as Fuddle then you'll most likely not survive the onslaught that follows. (right)

This is your toughest battle yet, if you let Acceleratle drop then there's the real possibility that the Arachtagon could attack at the end of one combat round and the beginning of the next giving him four attacks before you can even react. If he decides to do group wide attacks you could end up confused, tangled and near death, be sure to use Hustle Dance straight away in situations like this and hope that Rab will cure the group of any Confusion. Finally, keep some magic water on Sylvando to replenish his MP if needed, Hustle Dance costs 12MP per casting.

Following the death of Arachtagon, the party will learn the reasoning behind Vince's involvement in the matter. Once things are resolved, the group will wake up the next day in the Inn (or Sylvando will rather unexpectedly wake up the Hero) ready to head to the arena for the rewards ceremony. Head to the front desk and speak to the man there to proceed to the rewards ceremony. As fans of the tournament gather in excitement, the Hero and Vince return to collect their reward. To drum up more excitement however, Vince proposes an exhibition match, something thats tough to turn down.

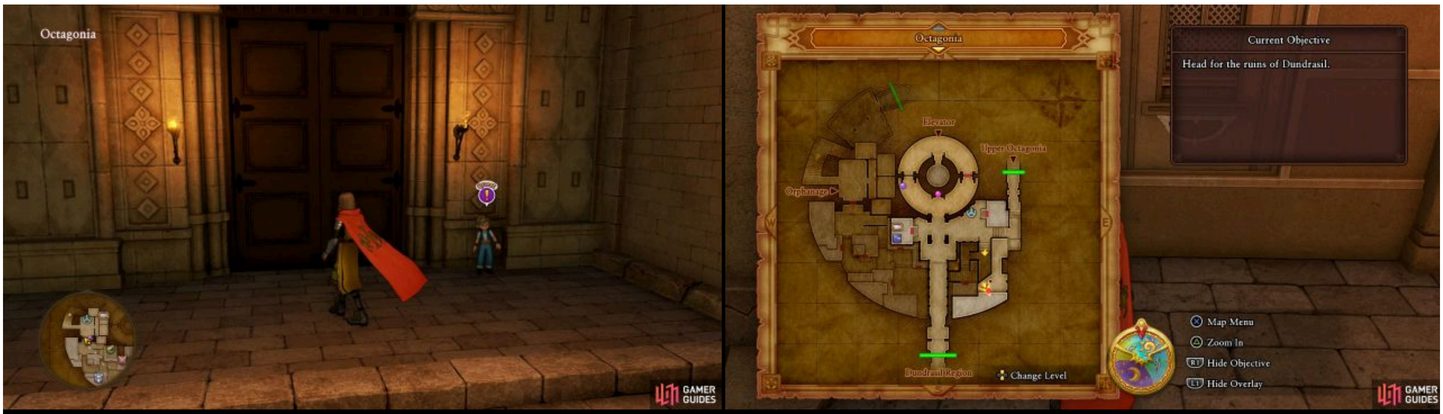
Fortunately for you, this isn't even a contest as most of Vince's attacks will miss and he only has 150 HP. Simply attack a few times to win the bout. As the intentions for the requested fight are made clear, the Hero is finally presented with the Rainbough… or not. The branch has been stolen along with a letter left for the Hero from Rab who requests his presence at the castle ruins of Dundrasil, the place of the Hero's birth.

Undisputed Champion of Erdrea

Awarded for becoming a hero of the Octagonian arena.

G 10

Before you leave town, there's a few more matters to take care of in the name of quests. To the left of the arena counter is a man in the corner, speak to him and listen to his request. He wishes for you to obtain some Mellow Vera from the Dundrasil Region to help improve his skin, somewhere you'll be visiting shortly so agree to assist him to begin **Quest 12 - Skincare for the Fierce and Fabulous**.


Octagonia
Octagonia
Elevator
Upper Octagonia
Orphanage
Dundrasil Region
Change Level
Map Menu
Zoom In
Hide Objective
Hide Overlay
GAMER GUIDES
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Current Objective

Head for the ruins of Dundrasil.

Talk to the boy to learn that he's looking for a particular MMA fighter (left), you'll find him to the south of the entrance to Upper Octagonia. (right)

Return now to the Orphanage to find a boy outside, speak to him to discover that he wishes to find Xero the Shadow, ann MMA fighter somewhere in town, agree to assist him to begin **Quest 13 - The Shadow**. You can solve this task quickly, return to where the Goddess Statue is and take the stairs to the east up and then head south. Climb the platform and follow the path to the end to find Xero in the corner, speak to him to obtain his autograph and return to the boy at the Orphanage. Hand it over to the boy to complete the quest, for your troubles you'll obtain a **Mini Medal**. There's nothing left to accomplish here for now so save your game and leave town to begin the journey to the castle ruins.

To Dundrasil Castle Ruins

GAMER GUIDES

Dundrasil Region

Items	Area
Drasilian Sovereign	Northwestern island, chest
Bandit Blade	Ruins northeast of the Camp, chest
Staff of Rapidity	Ruins southeast of the Camp, chest
Seed of Life	Ruins southeast of the Camp, chest
Mini Medal	Southwest shack, chest
Mini Medal	Castle ruins, northeast, pot
Seed of Skill (Cannibox)	Castle ruins, northwest, chest
Seed of Skill (Cannibox)	Castle ruins, northwest, chest

Sparkly Spots	Area
Silver Ore	North
Silkblossom, Faerie Fluff, Butterfly Wing	North of Camp
Faerie Fluff	North of the Camp
Silkblossom	Northwestern island
Silver Ore	Outside the Camp
Royal Soil	South of the Camp

Sparkly Spots	Area
Buttterfly Wing	East of the Camp
Drasalian Shilling	South of the Camp
Silkblossom	Under bridge leading to castle ruins
Drasalian Shilling	Ruins south of the bridge
Flurry Feather, Buzzberries, Sparkly Sap	East, Tree gathering point
Faerie Fluff	South
Glass Frit	Southwest
Magic Beast Hide	South of the Castle ruins
Dragon Hide	Castle ruins, northwest

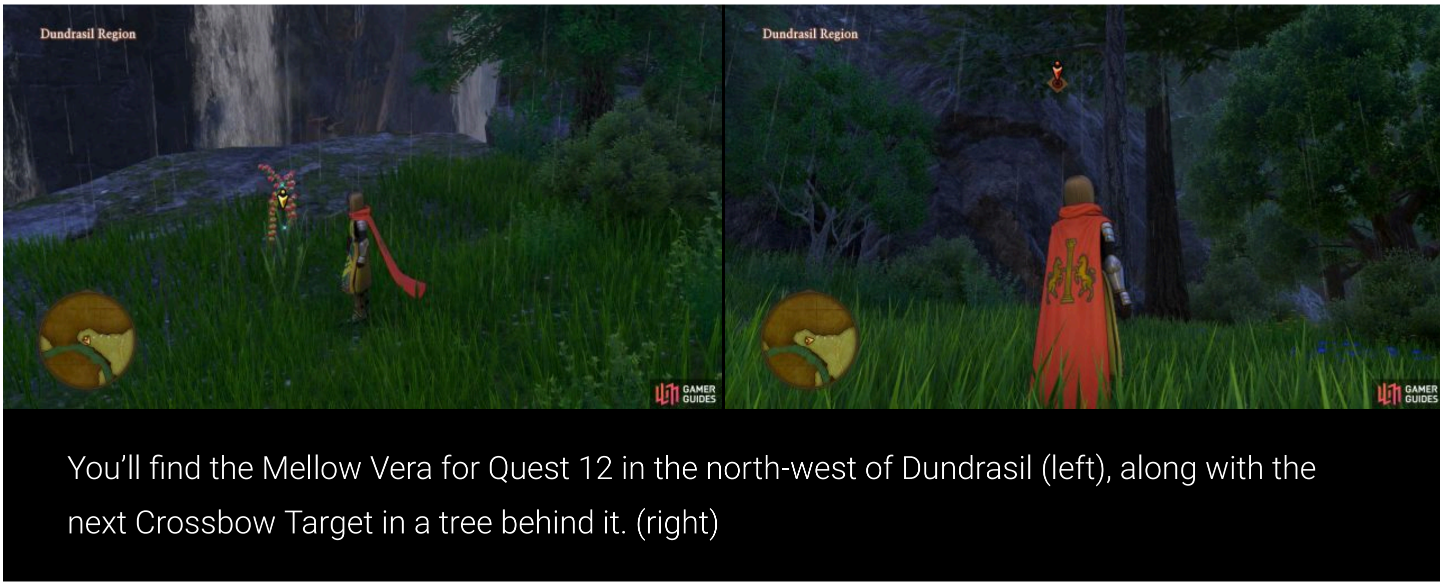
Monsters	HP
Metal Slime	~4
Grublin	~61
Stone Golem	~105
Drackolyte	~66
Rottontail	~86
Fandangow	~92
Horknight (Mount)	~76
Cannibox	~208
Knight Errant	~142
Mushroom Mage	~94
Orc	~105
Raven Lunatic	~113
Stump Grump	~110
Green Dragon	~305

You're now free to explore the entire region of Dundrasil, your objective lies in the castle ruins to the southwest but like always, there is a plethora of loot to obtain and more Crossbow Targets to strike. Once again you'll be able to encounter Metal Slime in some encounters and in the ruins themselves you'll finally come across your first real dragons in the form of Green Dragons. It's worth taking the time to defeat some of these, their drops are useful and they yield high exp.

Now is also a good idea to take a look at how your Character Building is progressing. By now you should have the Hero with the most useful abilities from either Swords or Greatswords such as Cutting Edge and Frost Fangs along with Zap from the Luminary category. You should focus next on working up to the Swordmastery category from either Swords or Greatswords to reach the Giga abilities. Erik should be progressing well on his Knives category and should by now have Sleeper Hit, Pursecutter and possibly the Poison variants of the same abilities however make sure you have learnt the Dual-Wielding abiltiy, this is very useful for Erik. After this, work on getting him Half-Inch before progressing towards the later abilities in that category.

Veronica should be well underway on unlocking either of your choices on the Heavy Wands or Vim categories, you can't go wrong with either and there's not many for her to choose from. Serena on the other hand should be progressing through her Wand category, you'll want to make sure you have Alma Matter and Snap, Crackle, Poof by now to aid her healing spells. Finally, Sylvando should have Hustle Dance by now and should be your main group healer for boss fights due to it. After that, focus on getting him the Charm +40 ability (this boosts how much Hustle Dance heals for) which will reward him an additional bonus Skillpoints.

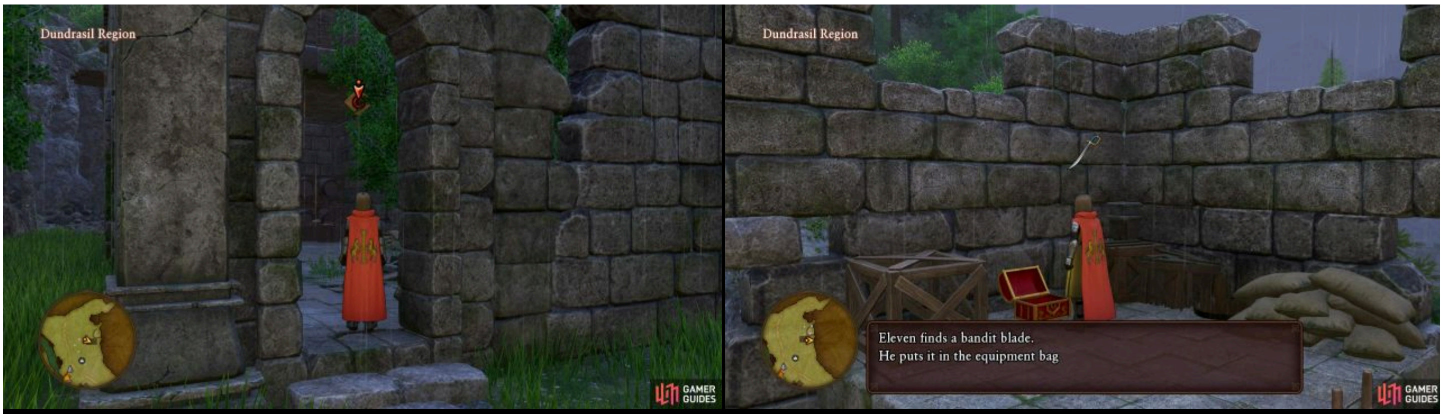
To begin your journey to the ruins, head south from Octagonia and take the west path followed by the south path when it branches off (the north path has nothing of value for now). Continue to another intersection and then go north once more to reach an open area, search the northeast corner here to find a Sparkly Spot containing a **Silver Ore**. Return to the previous intersection (the chest on the cliff is inaccessible for now) and follow it south to reach the open field.



You'll find the Mellow Vera for Quest 12 in the north-west of Dundrasil (left), along with the next Crossbow Target in a tree behind it. (right)

Hug the north wall here as you travel west, you'll come across a Flower gathering point containing a **Silkblossom**, **Faerie Fluff** and a **Butterfly Wing**. Continue west along this wall to find another Sparkly spot with another **Faerie Fluff** and then check the nearby Flower gathering point (this will only be present if you accepted **Quest 12** back in Octagonia) to receive the **Mellow Vera** that the man in Octagonia was seeking. Search the tree to the right of this to find another Crossbow Target hanging from a branch. Hold off on Zooming back until you reach the next Camp and use the Horknight to travel over the water to a smaller island to the west. On here you'll find a Sparkly Spot containing another **Silkblossom** and a chest housing a **Drasilian Sovereign**.

Before you return to the mainland, follow the river south and past the camp until you reach a small island under the bridge, there's a Sparkly Spot here containing a **Silkblossom**. Return to land and head northeast to some ruins, there's a chest hidden here where you'll find the next Crossbow Target in the tree. Exit these ruins and climb up the small hill behind them to leap to the second floor. You'll find a ladder here, ascend it to find a chest containing a **Bandit Blade**. Drop down now and make your way to the west to find a Camp.



Eleven finds a bandit blade.
He puts it in the equipment bag

Head to the ruins to the east of the Camp to find the next Crossbow Target (left), then head around the back and onto the top to find a ladder leading to a chest. (right)

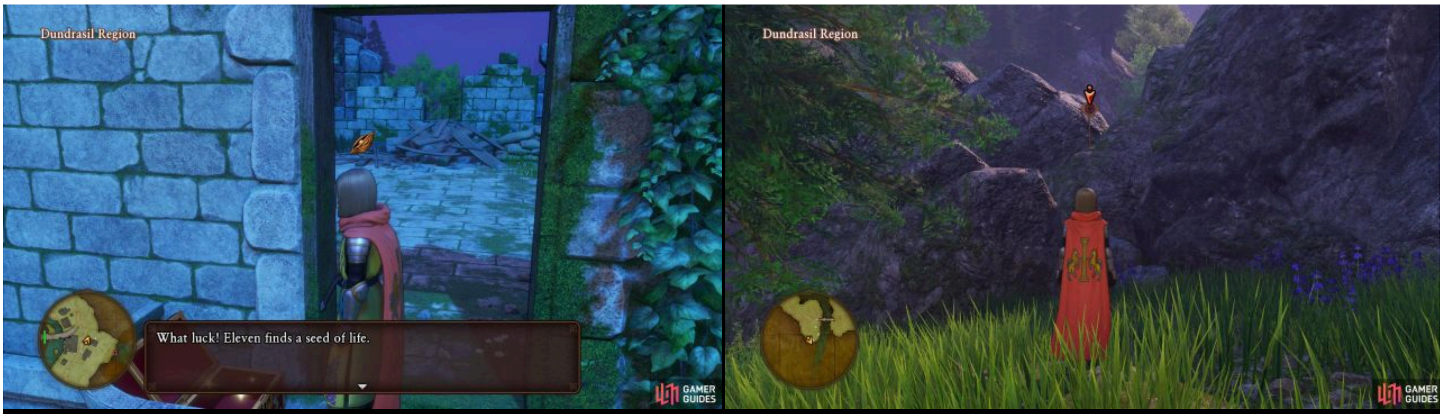
Once you've made camp, make a short trip back to Octagonia via Zoom to hand the item over to the man at the arena to complete the quest, as thanks you'll receive another new Recipe Book. Zoom back to the Camp in Dundrasil and access the forge to create some new equipment. If you have Erik wielding two Knives then consider forging the Batterfly Knife for him, it will be useful especially at +3. Consider forging another Strength Ring for either of the Hero or Erik if you wish and then work on reworking any pieces of equipment you have equipped such as the Hero's Black Blade if it was purchased from the shop in Octagonia. Finally, forge the Dapper Doublet and a Natty Cravat (accessory) for Sylvando to alter his appearance.

Outside the camp you'll find the next Weather Cow, be sure to speak to it and pocket the **Silver Ore** by the river bank. Search behind the nearby ruins to the south to find another Sparkly Spot waiting for you containing a **Royal Soil**. Head northeast over to the other side to find one more Sparkly Spot containing a **Butterfly Wing**. A short distance to the southwest of this location are more ruins for you to plunder, head inside to find a chest housing a **Staff of Rapidity** (you should already have Veronica using this Staff).

Tickington

In the same house as where you found the Staff of Rapidity, there is a Tockle that will give you the pastword to the **Rainbow Mines**.

Continue your search around these ruins here and you'll discover another Sparkly Spot in the corner to your south a little, this contains a **Drasalian Shilling**. Ignore the bridge leading over to the castle ruins for now, you still have business in this region. Search the large ruins to your south next, you'll find a Sparkly Spot hidden in the southwest corner containing another **Drasalian Shilling**. You'll notice two smaller ruins to the east of your position, check out the northern most one out. Climb the stairs at the back and use the crates to reach the higher floor, proceed to the balcony where a chest awaits containing a **Seed of Life**.



What luck! Eleven finds a seed of life.

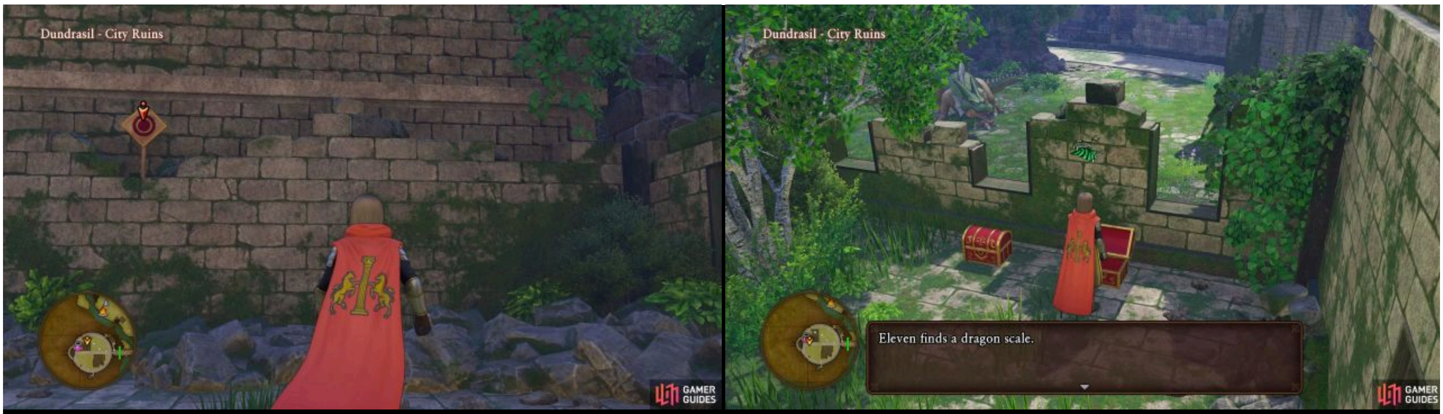
Head to the back of the ruins to the east to find stairs leading to this chest (left), the next Crossbow Target can be found in the southwest of the area. (right)

Head directly east from here to reach the eastern wall and you'll come across a Tree gathering point containing a **Flurry Feather**, **Buzzberries** and a **Sparkly Sap**. The nearby door is locked for now, you'll have to forego the tempting chest until later in your adventure so head south until you reach the south wall to find a Sparkly Spot containing a **Faerie Fluff**. The exit to the east leads back to the Zwaardsrust Region so ignore that and head northwest (ignore the bridge for now) to the cliff overhanging the river and loot the Sparkly Spot to obtain a **Glass Frit**.

Return to the bridge from a moment ago, cross over it and head south where you'll find some rocks, look amongst them to locate the next Crossbow Target. Head northwest from here to find a small shack with a Goddess Statue outside, search the north side of the exterior to find a chest containing a **Mini Medal**. Zoom back to the Camp in this region to rest up and save your game. When you're ready, head south to the bridge and cross over into the castle ruins.

You've finally reached the Hero's birthplace and the location where the opening movie took place. Monsters destroyed this kingdom over night along with the King of Heliodor's Princess. Immediately upon entry of this area you'll spot dragons lurking here, these are tough monsters but are well worth defeating, a single Green Dragon is worth 656 Exp and they drop useful materials too. They hit hard and their Flame Breath can hit the entire party too so don't be too lax on your healing duties.

Head west along the path past the first ruined building and then head south to a bridge that you can cross to gain access to a Sparkly Spot holding a **Magic Beast Hide**. Head over to the northeast section of the ruins now to find a small path near the bridge that you can take to a ladder. At the top you'll find some pots to smash containing a **Mini Medal**.



Eleven finds a dragon scale.

The final target can be found in the northern ruined building (left), the ever useful Dragon Scale can be found in the right of the two chests. (right)

Drop down to the ground and make your way over to the ruined building to the northwest. You'll find a Sparkly Spot upon entering containing a **Dragon Hide** and then face the south wall to find the final Crossbow Target for this region. Exit out the bottom floor and head around to the north side to find some furniture and crates you can jump on to reach the higher floor. You'll find the final two chests of the region up here, the left chest however contains a Cannibox, take care and defeat it to obtain a **Seed of Skill**. The other chest contains the very useful **Dragon Scale**, this accessory boosts both your Defense and Strength by 8 and 9 respectively, be sure to equip it on the Hero or Erik right away. Before you continue on, Zoom back to the Camp quickly to report your Crossbow Targets to the Bodkin Bowyer and obtain four **Seeds of Defense**. Make your way back to the castle ruins and head to the Slime near the well, speak to the friendly monster to discover the only way to reach the castle is through said well so heed the Slime's advice and climb inside.

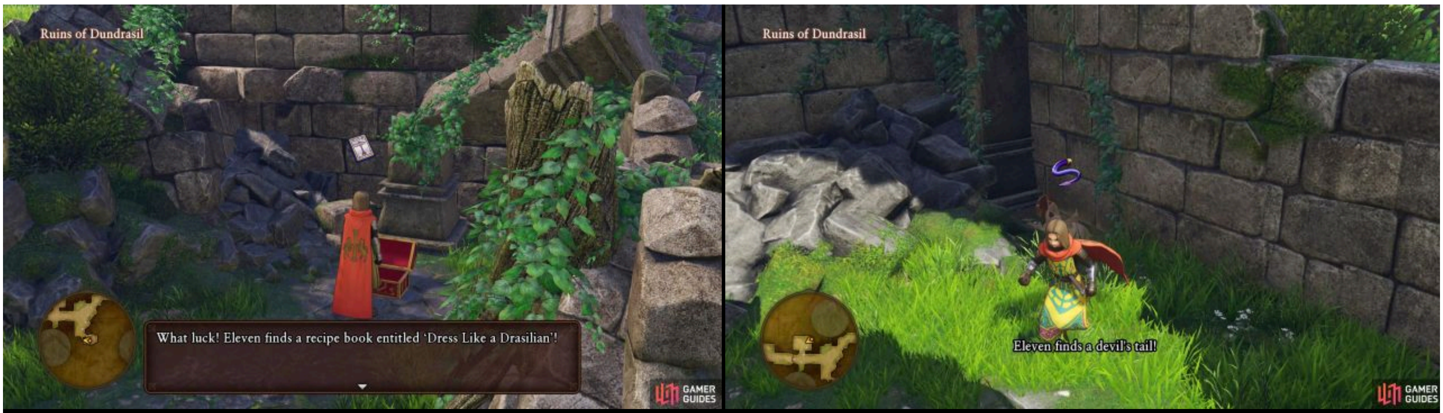
Ruins of Dundrasil

Items	Area
Dress Like a Drasilian	South of the Gravestone, chest
Drasilian Sovereign	West of the Gravestone, barrel
Dundrasil Guinea	East of the Gravestone, pot
Devil's Tail	West of the Gravestone, pot

Sparkly Spots	Area
Strong Medicine	South of the Gravestone

Follow the linear path and climb out of the well to find yourself in the Castle Ruins. There's not much to these ruins, a lot of the area is destroyed beyond repair but there are a few items to snag. Head up the stairs to finally reunite with Rab once more to discover that Rab knows more about the Hero then he was letting on. Follow Rab as he let's you in on more of the history of the Kingdom and he'll take you to a gravestone. Here you learn of Rab's true identity, the grandfather to the Hero and the father of the King and Queen of Dundrasil, the Hero's parents. You also learn of the King of Heliodor's sudden change of heart and declaration of the death of his daughter. As the mysteries continue to mount, Rab asks if you will help perform a ritual for all the souls of the Kingdom.

Before you follow however, Return to where Rab stopped you previously and search behind the archway to find a pot containing a **Dundrasil Guinea**. Head south from the Gravestone to find a Sparkly Spot containing a **Strong Medicine** and then duck under the fallen pillar to find a chest containing your next Recipe Book, **Dress Like a Drasilian** which will allow you to forge new appearance altering armor for the Hero. Return to the main path and continue along it until you reach the open door near where Rab is waiting. If you search the south wall you'll find a barrel with a **Drasilian Sovereign** inside and then check the north building to find a pot containing a **Devil's Tail**, an accessory that protects against Curse and Dark elemental attacks.



What luck! Eleven finds a recipe book entitled 'Dress Like a Drasilian'!

Eleven finds a devil's tail!

Search under the fallen pillar to the south to find a costume based Recipe Book (left), before you make your way up the mountain path, smash the pot in the north building. (right)

Return to following Rab and head up the hill where you'll meet up with Jade once again. Watch the revealing scenes that follow as you learn more about Rab and the Hero. Once you regain control, make your way back down the hill to meet with Jade where she'll recount her memories with the Queen. Your touching conversation is interrupted when Jade spots some Heliodor soldiers, rush back to the top of the hill to inform your comrades when you'll find yourself cut off from them. In the confusion, a soldier is alerted to your presence and a group gathers to attack. Jade dispatches them with ease however one escapes to alert General Hendrick, quickly make your way back down the hill in attempt to reunite with the others. General Hendrick catches up to the duo and the following encounter yields yet more answers regarding Jade.

Following the events you'll awake in the small hut to the southwest of the castle ruins. As you attempt to leave, Jade returns with firewood to stoke the fire, the two of you are soaking still from your escape. Jade reveals all about her identity and the journey that her and Rab have been on ever since. Once morning rolls around, leave the hut and save your game at the nearby Goddess Statue. Make for the nearby bridge and attempt to cross it (if you wish to fight any battles, Jade is actually a Guest at this moment in time) to find yourself cut off by Hendrick once more. The duo manage to escape after a clash of blows between Jade and Hendrick and you'll find yourself back at the castle ruins once more.

Make your way over to your party gathered near the castle to reunite with them. More mysteries become clear, the fiend that you've seen referred to constantly has a name, Mordegon and is the darkness behind everything including the King of Heliodor's ruthless nature. You finally obtain the **Rainbough** and Rab and Martina will join the group at last to help find a way to the Yggdrasil.

Jade's Playstyle

Jade is a monster when it comes to physical damage, she has access to Claws and Spears as her weapons and you really want to focus on Spears as she can rack up some impressive damage with them. On top of that she has access to the Allure and Fisticuffs categories so there's a lot of abilities to choose from.

In terms of her Character Builder, you want to focus on the Spear category from the outset. Start with Cattle Prod and work your way to Thunder Thrust, an ability that has a chance to perform a Critical hit or miss, very useful for killing Metal Slimes. You'll want to make your way over to Party Pooper after for a great group damaging ability and then finally Multithrust once you unlock it in the center. Jade is someone who you'll usually find in your party at all times.

Rab's Playstyle

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Rab is Dragon Quest XI's Sage and is more useful than Serena for a large part of your adventure. He has access to Heavy Wands and Claws along with the Enlightenment category. Heavy Wands are by far the best choice for Rab as magic is his strongest aspect and he gets some excellent spells.

Focus on Heavy Wands early on as the Enlightenment tree early game focuses more on passives and there's some great abilities to grab in Heavy Wands. Work on getting Antimagic and Staff of Salvation followed by Zing Stick to give him some great utility. Following these you can head to the Enlightenment tree to pick up some useful passives.

Once you've equipped your new party members and used their skill points, head for the exit where Erik will discover that the Rainbough has lit up and displays a vision for the group. An altar in the sky, six colored Orbs and a pathway to the Yggdrasil, the branch has just provided the answer the party was looking for. Erik hands over the **Red Orb** that was stolen from Heliodor and Rab hands over the **Yellow Orb** that was presented to them for finishing second in the tournament. Two down, four to go however the group have no leads on anymore Orbs, Rab suggests to travel through the Puerto Valor to access the outer sea.

To Puerto Valor

The Costa Valor

Items	Area
Tortoise Shell	South beach, chest
Coral Hairpin	Northeast beach, chest
Pitch Pearl	Inside the well next to the Camp, chest

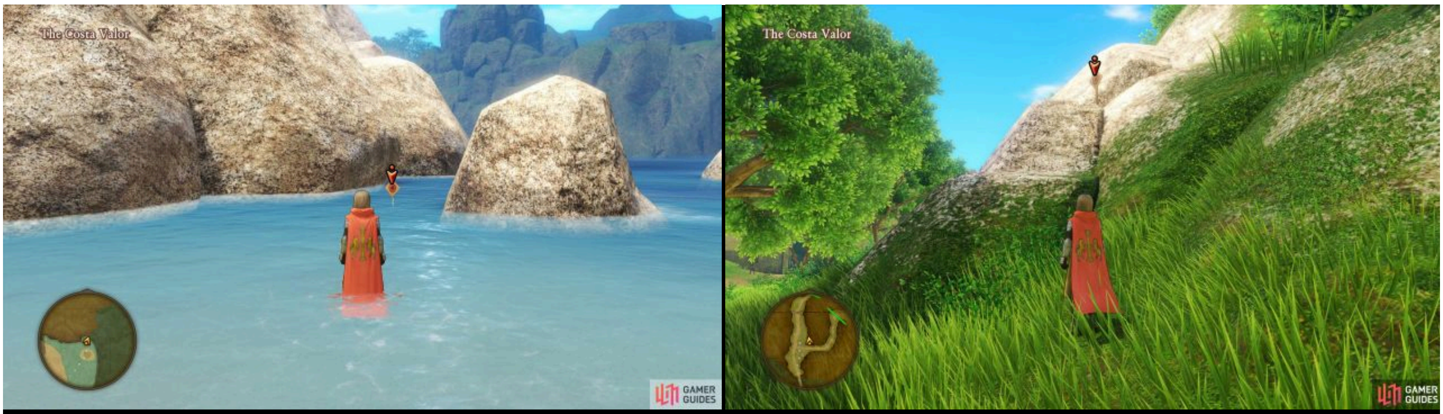
Sparkly Spots	Area
Maiden's Favour	South beach
Maiden's Favour	Eastern beach
Crimson Coral	Between central and northeast beaches
Waveweed x2, Butterfly Wing	Northern bridge, Flower gathering point
Narspicious (Night only)	North
Silver Ore	Inside the well next to the Camp
Silver Ore x2, Copper Ore	Southern field, Ore gathering point
Glimmergrass	Southwest
Pink Pine x2, Sparkly Sap	Southeast, Tree gathering point

Monsters	HP
Heal Slime	~25
Grim Gryphon	~63
Gnawchid	~135
Wizened Wizard	~55
Coralossus	~230
Merman	~102
Drake Slime	~63
Miasma	~80
Squid Kid	~54
Brollyminator	~67
Smacker	~55
Jacked Shrimp	~285
Slime Knight	~72
Heart Knight	~616
Bodkin Fletcher	~61

Your next destination is The Costa Valor and you'll need to access it by sea. Zoom back to the Gondolia dock to access your ship and sail to the northwest to another dock. The town that you're looking for, Puerto Valor, is to the southwest of this area but first there's many items to loot and another five Crossbow Targets to track down.

From the dock, head south through the cliff to a hidden beach where you'll find a Sparkly Spot in the water containing a **Maiden's Favour** along with a chest in the corner housing a **Tortoise Shell**. Return the way you came and head north to the next beach, you'll spot a Coralossus to the northeast so head over and defeat it to loot the Sparkly Spot behind it and obtain another **Maiden's Favour**.

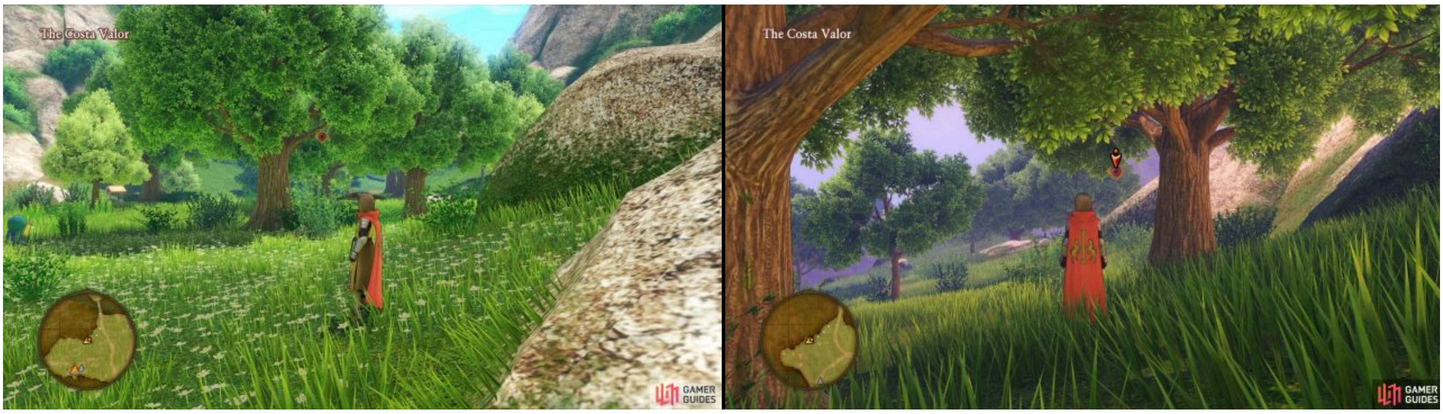
Continue with the east of the coast and head north up the stream, snagging the **Crimson Coral** on your way as you reach the next beach. You'll spot a small island out in the sea, head over to it to discover a chest containing a **Coral Hairpin**, a useful piece of armor for any of your spellcasters. While you're on this island, head out to the northeast corner to find the first Crossbow Target near the corner of the rock. Head over to the west and then begin to head north, you'll find a Flower gathering point to the right of the bridge containing two **Waveweeds** and a **Butterfly Wing**.



The first Crossbow Target can be found on the eastern beach (left), while the second can be found at the northern intersection. (right)

Follow this northern path to the next intersection and search behind the large tree at night to obtain a **Narspicious**. While you're in this area, look up on the hill to spot the next Crossbow Target for you to shoot. There's nothing else to discover up here so head back across the bridge to your south and then hug the north wall as the field opens up. After the first few trees you'll come across one with another Crossbow Target in it, hit it and then head southwest to the Camp.

The Merchant here offers no new equipment but does have a good selection of materials for you to look at, buy any that you may need and then rest the night. The Recipe Book you found in the Ruins of Dundrasil contains recipes for a new armor set (and costume) for the Hero but you have no access to Platinum for now. Save your game at the Goddess Statue and then search the nearby well, you'll find a chest to the west containing a **Pitch Pearl** and a Sparkly Spot to the south housing a **Silver Ore**.



Search in a tree to the north of the Camp to find a Crossbow Target (left), while you'll find the fourth target in the field to the southwest of the Camp. (right)

Leave the well and and make your way through the passage to the south and as the southern field opens up to you, look to your left to find an Ore gathering point amongst the rocks containing two **Silver Ores** and a **Copper Ore**. Hug the western wall now as you trek south to spot another Crossbow Target in a tree and then head to the far west corner to find a Sparkly Spot containing a **Glimmergrass**.

Make your way directly east to the eastern wall and look up on top of the rocks to spot some trees, one of which has the final Crossbow Target. Before you Zoom back to the camp, head south to find a Tree gathering point containing two **Pink Pines** and a **Sparkly Sap**. Zoom back to the camp now and speak to the Bodkin Bowyer to inform him of your success in this region, you'll obtain four **Seed of Sorceries**. Grab your horse from the nearby bell and gallop back to the south where you'll find the town of Puerto Valor, your destination.

Puerto Valor

GAMER GUIDES

Items	Area
Fresh Water	Entrance, pot
Wayfarer's Clothes	Inn, wardrobe
75G	Inn terrace, barrel
Chimaera Wing	Inn terrace, barrel

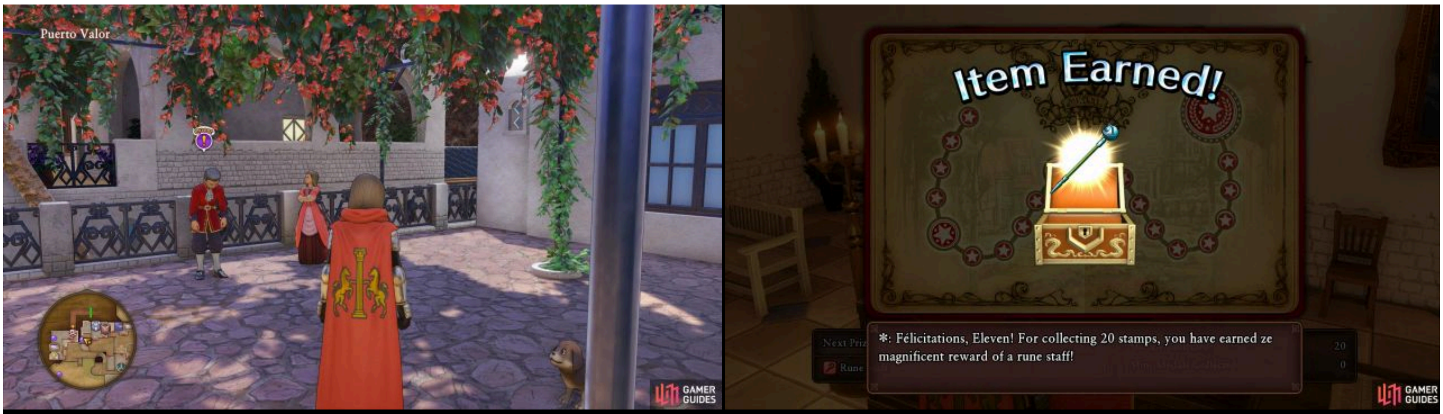
Items	Area
Finessence	Weapon shop, terrace, barrel
Buzzberries	West of Weapon shop, barrel
1300G	Roof of the Casino, chest
Mini Medal	Hotel, pot
Green Eye	Hotel, wardrobe
49G	House west of restaurant, pot
Your Crafting Career Starts Here	House west of restaurant, bookshelf
Glass Frit	Alley left of the locked door, barrel
Seed of Therapeusis	Stairs left of the Church, chest
Celestial Skein	Item shop, barrel
All Things Nice	Entrance, talk to man in red
Pretty Betsy	East of town, chest
Grubby Bandage	East of town, barrel
Red Eye	House west of the Church, wardrobe
Panacea	House west of the Church, pot

Sparkly Spots	Area
Maiden's Favour	Southwest of the beach
Crimson Coral	Southeast of the beach
Silkblossom	Southwest of south mansion

Welcome to the seaside resort of Puerto Valor, a town full of entertainment and somewhere you can finally make use of all the Mini Medals you've been collecting. On top of that, a Casino can be found here waiting for an adventurous gambler to swoop in and claim it's spoils. Upon entering the town, Sylvando will rather suspiciously excuse himself and stay outside of town. Before you get too excited and go dashing off to the Casino, take the time to loot the town of all it's riches first.

From where you enter town, search the western wall to discover a pair of pots, one of which contains a **Fresh Water**. Head down the stairs and enter the Inn, take the stairs to the bedroom and search in the wardrobe to find some **Wayfarer's Clothes**. Open the door here to reach the terrace where some barrels lie around the corner, smash them to obtain **75G** and a **Chimaera Wing**. Continue along to the Equipment shop and check out the wares that are on sale. There's a new dagger on sale for Erik if he's dual wielding otherwise nothing else is of value. As for armor, everything there should be no better than what you have if you've been making frequent use of the forge. Before you leave the shop however, head upstairs and out to the terrace to find some more barrels, inside you'll obtain a **Finessence**.

Head back outside and search next to the man with a quest icon to discover yet more barrels waiting to be smashed, do so to obtain some **Buzzberries**. Speak to the man now to discover that he and his wife are on vacation but before they can leave, his wife is demanding a Floral Coral dropped from Coralossus' on the coast, agree to assist him to begin **Quest 14 - Anything for Love**. Head down the nearby stairs to find the Casino, pass it by for now (reluctantly) as you'll begin your gambling career shortly. Head up the spiral stairs to the side of the Casino however and follow the path to a hidden chest containing **1300G**.



*: Félicitations, Eleven! For collecting 20 stamps, you have earned ze magnificent reward of a rune staff!

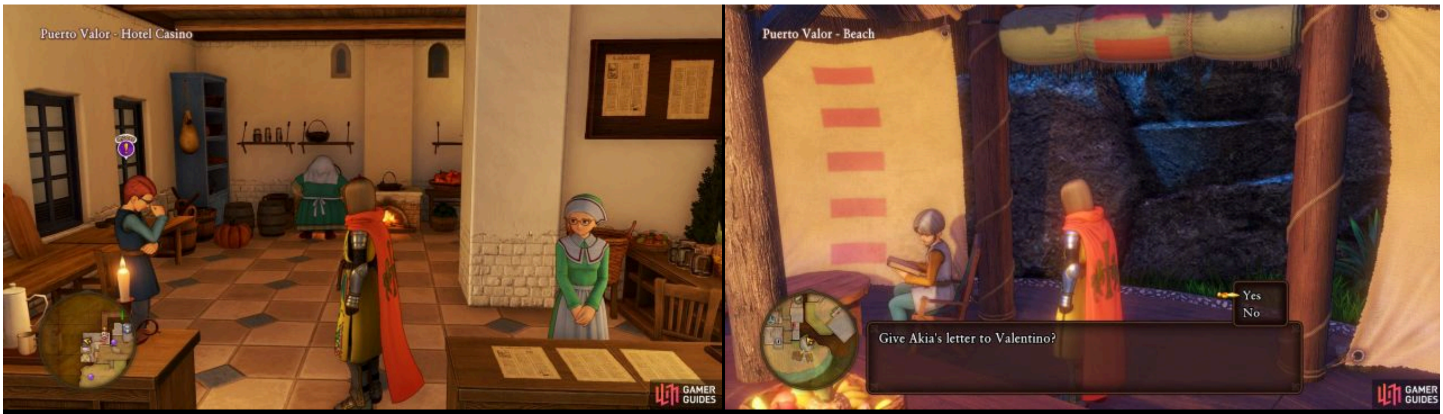
Speak to the man to the left of the equipment shops to help him track down a Floral Coral (left), you should have enough Mini Medals (20) to complete the first page by now. (right)

Enter the Hotel Casino from this floor to enter the bedroom, you'll find a pot in the corner containing a **Mini Medal**. Ransack the other bedroom on this floor to find a wardrobe with a **Green Eye** and then head downstairs. You'll find a curious Slime that you can speak to should you wish to stay the night and next to it, a woman. If you do spend the night at this inn, then you will be rewarded with a **Mini Medal**. Speak to her to learn about the miniature medal exchange ran by l'Academie de Notre Maitre des Medailles and receive an **Album De Medailles**. You can speak to the woman at the counter to add stamps to the album based on how many Mini Medals you've collected allowing you to obtain exclusive items. For now, you should have 20 so go ahead and exchange them to obtain a **Shield-Bearer**, a **Hermes' Hat** and a **Rune Staff**. This should also complete this page, you won't be able to go any further with this side activity for now but just remember about it and continue to be on the lookout for Mini Medals.

Note

You won't be able to exchange any more Mini Medals until you reach **L'Academie de Notre Maitre des Medailles** to the north of the Costa Valor.

Before you leave the hotel, head over to the man in the kitchen and listen to his troubles. He needs the Proper Pepper thats been stolen from pirates in order to create the hotel's famous dish, agree to assist in order to begin **Quest 15 - Shiver me Timbers!**. Leave the hotel now and head down the steps to the beach where you'll find one final quest to take care of in Puerto Valor to the west. Speaking to the old man will reveal that he wishes to see a Bunny Girl that compares to his first bunny girl love when he notices Jade. He wants you to dress up Jade as a Bunny Girl (this is getting a little strange now) and show him, reluctantly agree to help the strange old man (there's a Trophy to obtain from these quests) to accept **Quest 16 - A Rush of Blood** and he'll inform you the three items needed to look like a Bunny Girl, the Bunny ears, Fishnet Stockings and of course the Bunny Suit. You have all but the suit which you can obtain from the Casino later.



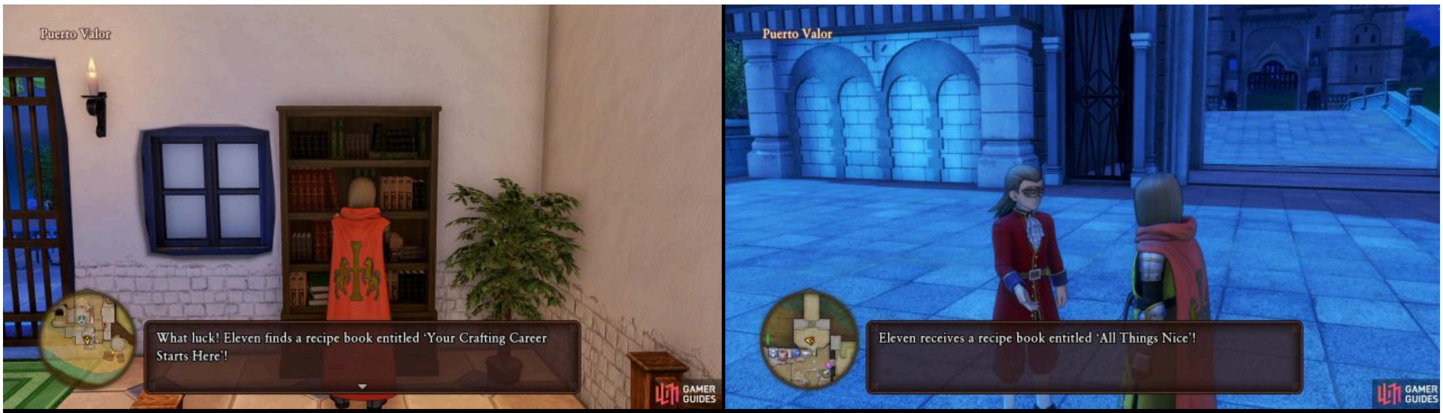
Give Akia's letter to Valentino?

Speak to the man in the Hotel kitchen and agree to help him retrieve the Proper Pepper (left), you'll find Valentino from Quest 10 in the restaurant, be sure to deliver Akia's letter. (right)

Search the southwest corner of the beach to discover a Sparkly Spot containing a **Maiden's Favour**. Head over to the southeast of the beach where you'll find a restaurant, search below the tables on the beach to find another Sparkly Spot containing a **Crimson Coral**. Head inside the bar itself now and speak to the man at the back reading a book, this is your target for **Quest 10** that you accepted back in Gondolia. You'll need to head back to Gondolia to report your success and in return you'll obtain another **Mini Medal**.

Head up the nearby steps and enter the house to your left, you'll find some pots in the kitchen containing **49G**. Head upstairs in here to find a locked door and a bookshelf with your next Recipe Book, **Your Crafting Career Starts Here**. Leave the house and head up the stairs until you see an alley to your left, head down there to find a barrel with a **Glass Frit** inside. Next up is the Church, head up the stairs to the side of it to find a well hidden chest housing a **Seed of Therapeusis** and then check out the house to the west of the church. You'll find a **Red Eye** in the wardrobe and a **Panacea** in one of the nearby pots.

Head to the Item shop next where you can purchase a Gold Rosary for any of your spell casters if you wish. The Mayoress's Mittens are also a large boost to Charm should you need it. Before you leave the shop, head upstairs to find some more barrels, smash them open to obtain a **Celestial Skein**.



What luck! Eleven finds a recipe book entitled 'Your Crafting Career Starts Here'!

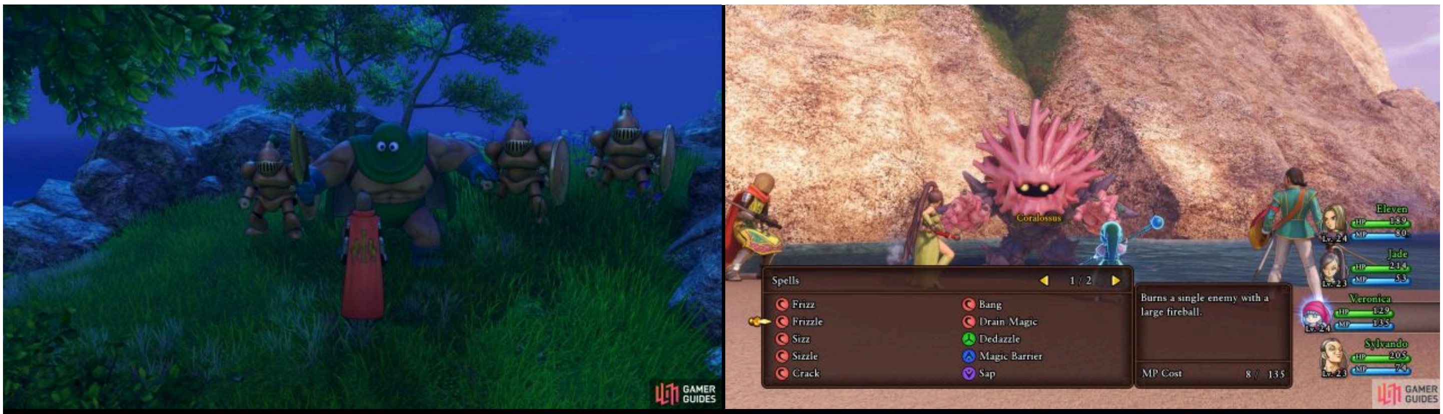
Eleven receives a recipe book entitled 'All Things Nice'!

You can find the first of two Recipe Books by searching the bookshelf of the southern most house (left), the second can be obtained by speaking to the man in red at the entrance. (right)

Head back up the stairs to your north to spot a man in red, speak to him to obtain another Recipe Book, **All Things Nice**. Head east of the town now to find several large mansions, search the north garden to begin with to find another chest, this one containing a **Pretty Betsy**. Head to the southeast of the training yard next to find more barrels to break open, inside you'll obtain a **Grubby Bandage**. Finally, search in the southwest corner of the mansion to the south to find the final Sparkly Spot containing a **Silkblossom**.

Tackling Quests 14 and 15

With all the items looted, take the time to knock out some of the quests that you now have. Start by returning to Gondolia to turn in **Quest 10** if you haven't already done so and then Zoom to the Gondolia dock. Head over to Insula Australis to the northeast and depart from the boat, you'll find the pirates from the **Shiver me Timbers!** quest here. You'll be up against Robbin'Ood and his Merry Men, focus your attention on the Merry Men first, a cast of Zap and Sizzle should be enough to put them down leaving you with just the leader himself. He has the ability to seal your character's spells, cure this as needed (especially on Veronica) and continue your assault with your hardest hitting attacks. He only has around 250 HP so a few of your hardest hitting attacks such as Cutting Edge should put him down quickly. You'll obtain a **Tough Guy Tattoo** for defeating him along with the **Proper Pepper**.



Burns a single enemy with a large fireball.

Head to Insula Australis to the northwest of Gondolia to find the pirates for Quest 15 (left), while you can find a Coralossus for Quest 14 in the Costa Valor. (right)

Before you head back, Zoom over to the Costa Valor Camp. While you're at this Camp, take a look at some of the new equipment you can now forge. There's a new Wand for Serena that you should consider and you can create a new costume for both Serena and Veronica which will give them a slight boost to their Magical Mending and Magical Might stat. Note that whoever you have wearing the Robe of Serenity equipped on may be better of with that instead for now. Alternatively, you can pass that robe on to Rab and have the twins wearing matching outfits. Finally, consider strengthening some existing gear such as the Rune Staff you just got for Veronica and the Dragon Scale the Hero should be using.

Leave the camp and head over to the beach to find a Coralossus, defeat it in battle to obtain the **Floral Coral**. Return to Puerto Valor once more and report your success to the two quest givers, you'll obtain a Recipe Book to create a new Whip from **Quest 14** and another Recipe Book to create a new costume for Erik (and who doesn't want Erik to look like a Pirate!) from **Quest 15**. This leaves you with just one more quest to complete and you'll obtain the means for that in the Casino, your next destination, however remember to save before entering.

Tip

The game autosaves between every screen transition, including entering the Casino. This is a useful way to save and reload to minimize your losses.

Puerto Valor Casino

Items	Cost
Down the Rabbithole	500
Mercury's Bandana	2500
White Shield	5000
Yggdrasil Leaf	5000
Infernails	7500
Staff of Sentencing	7500
Arriviste's vest	10000
Elevating Vest	10000
Spangled Dress	25000
Platinum Sword	50000
Lightning Lance	75000
Platinum Powersword	100000

As any fan of Dragon Quest may tell you, the Casino is a fun past time used to acquire powerful equipment early on. This Casino is no different and you have a few different games at your disposal but first let's take a look at the prizes.

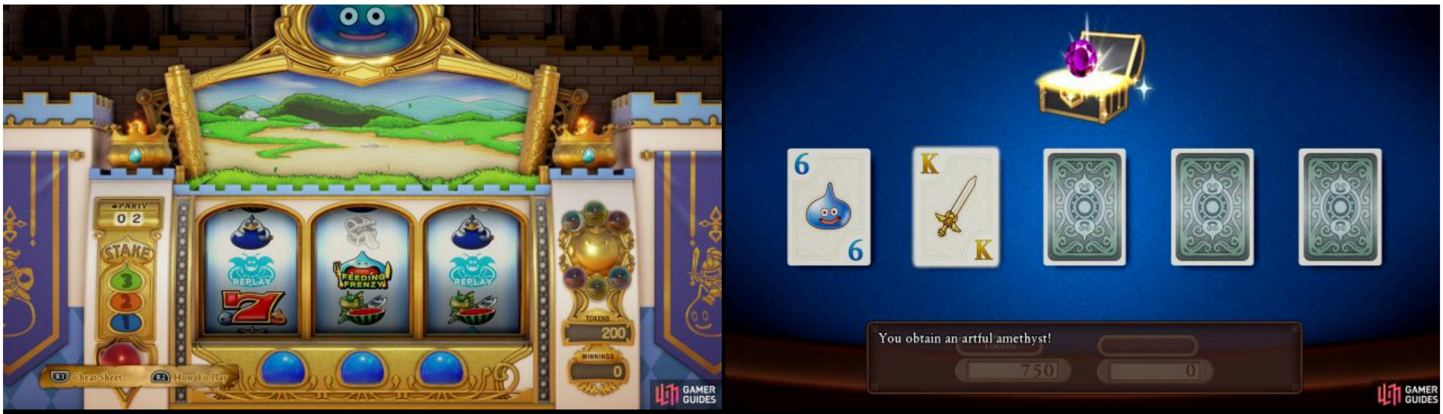
Your first purchase should be the Down the Rabbithole Recpie Book as it's needed to complete a quest and unlock a new costume for Jade. As for the other items, it's all dependent on how long you wish to spend in the Casino to get the high ticket items. Mercury's Bandanas are relatively cheap and are great for their Agility increase, especially useful for Erik. The Shield, Claws and Staff are only marginal increases, feel free to get one if you have some funds spare otherwise forego them for now. Likewise the Spangled Dress is a luxury item, it gives high defense for female party members but you lose out on the increases to more important stats, steer clear of this for now. Finally the Platinum Sword is somewhat useful for a Sword user such as Sylvando but again nothing too special however the Lightning Lance and Platinum Powersword are certainly worth your time if you want to stick around. The Greatsword especially is a huge increase over anything else at this point in the game and will keep the Hero set for a long time, if you're using Draconian Mode with increased enemy stats, consider spending the time to grab this.

Note

A word of warning before you go insane trying to obtain these items. You will eventually obtain Recipe Books to forge these yourself and the Lightning Lance can be had from a Shop in the not too distant future.

With that out of the way, let's discuss the games that are available to you in this Casino. You have the Slots, these can be useful to get yourself started but you'll take a long time to rake in the real tokens. If you go for the Slots, try to insert the maximum amount of Tokens per play to increase your chances of a higher payout.

Next up you have the Slime Quest Slots where you can earn Tokens based on how you guide Goolysses through a journey overcoming all manner of obstacles. If you manage to defeat a number of monsters you'll enter Slime Time which will increase your chances of earning lots of Tokens. You don't have too much control over the results so if you have the Tokens available then it's better to just Auto-play if the current slot machine has favourable odds (check with the [R1] button).



You obtain an artful amethyst!

Slime Quest is a good diversion if you have somewhere to be, pop it on auto spin and leave it running (left), Poker however is where you will make the big wins with it's double or nothing. (right)

Finally for this Casino you have Poker and this should be your go to game for big prizes. When playing Poker it's all about getting on the board for Double or Nothing, this game allows you to Double your winnings if you guess if the next card that is higher from four possible choices. To get on the board for Double or Nothing, try to aim for Pairs as three of a kind is the easiest one to succeed on. You'll also notice during the Double or Nothing game that you can obtain a chest, these will unlock during the Double or Nothing game if you guess the correct card which can reward you with more Tokens, materials or even accessories from the Gold Chests.

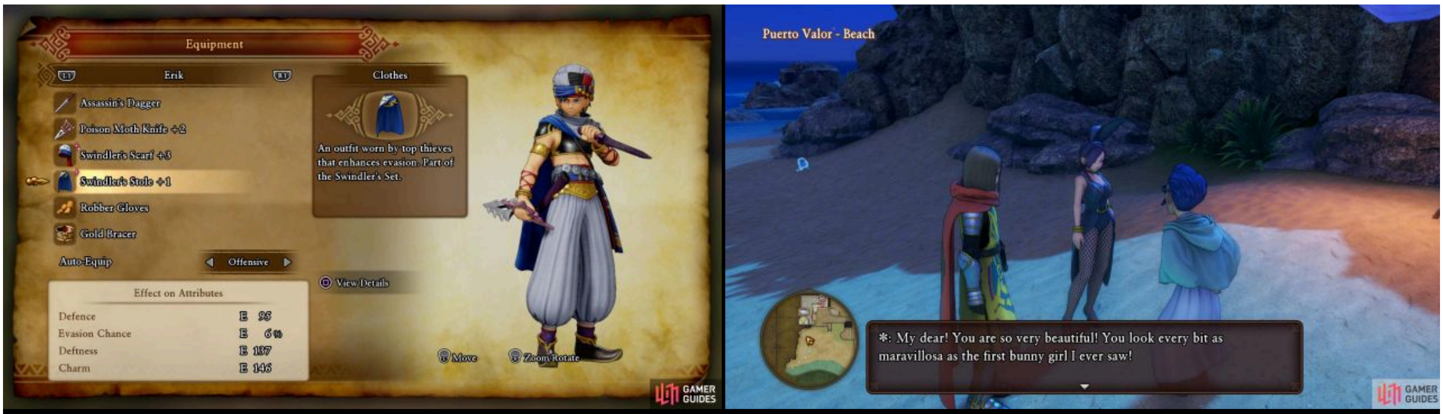
However you decide to play, exchange some of your own Gold for Casino Tokens and then head out the Casino and back in to create an autosave. Make a habbit of doing this while increasing your earnings, this way you can risk it all and reload if you have a bad streak. Take the time to earn the funds needed, at the bare minimum grab the Recipe Book before you leave the Casino.

Note

This guide assumes you purchase at least the Platinum Powersword along with the Recipe Book. Also, be sure to look through the accessories that you may have obtained through Poker to see if any are of use to you.

To the Outer Sea

With your new Recipe Books in hand (from the Casino and completing quests 14 and 15) Zoom back to a Camp and access the forge. Create the Bunny Suit for Jade and equip it along with the Bunny Ears and Fishnet Stockings to change her costume (to a Bunny Girl no less). You can also create a new costume for Erik if you wish to make him look more like a pirate (it also comes with an increase to Steal success rate). Once you're done, Zoom back to Puerto Valor once more and head to the beach to speak to the old man once more. Jade will (rightfully) storm off but the old man has seen enough to be satisfied, completing the quest and rewarding you with a **Garter**.


Equipment
Erik
Assassin's Dagger
Poison Moth Knife +2
Swindler's Scarf +3
Swindler's Stole +1
Robber Gloves
Gold Bracer
Auto-Equip
Offensive
Clothes
View Details
Move
Zoom/Rotate
Puerto Valor - Beach
GAMER GUIDES
GAMER GUIDES

Effect on Attributes	
Defence	E 95
Evasion Chance	E 6%
Deftness	E 137
Charm	E 146

An outfit worn by top thieves that enhances evasion. Part of the Swindler's Set.

✱: My dear! You are so very beautiful! You look every bit as maravillosa as the first bunny girl I ever saw!

Using the Recipe from Quest 15, you can forge Erik a new costume (left), Jade doesn't take kindly to being dressed up. (right)

Tip

Even if you fail to fill all the gauges when forging (such as the Bunny Suit at this level) you'll still create a regular version of the piece of equipment. You can then rework it at a later level to increase it's stats, handy for getting a higher ranked piece of equipment sooner.

Your business is concluded in town for now however you still need to visit Rab's friend, Don Rodrigo in town. Head over to his mansion to the east of town and enter to meet Servantes, Don Rodrigo's butler.

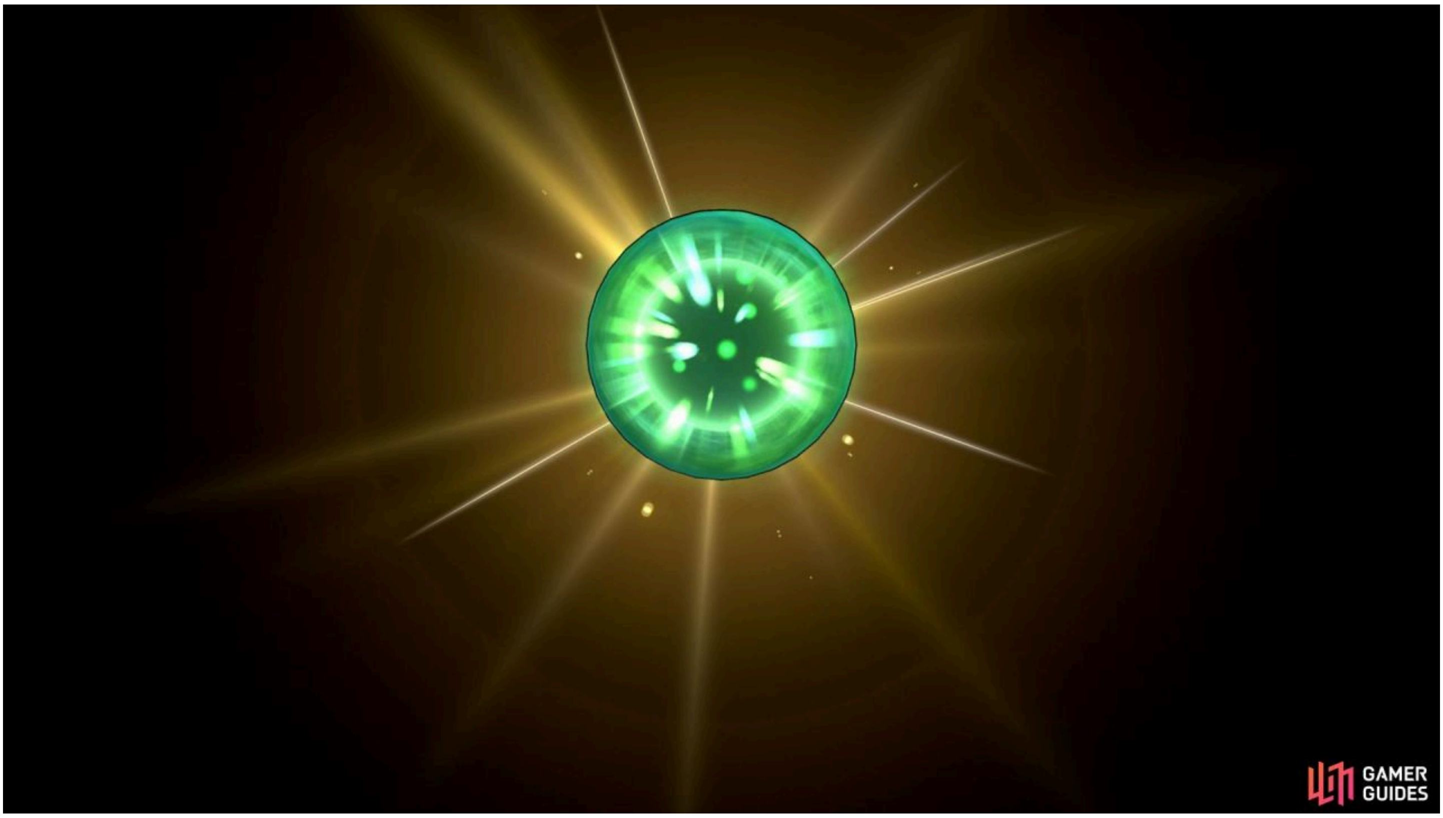
It appears the master isn't in right now but Servantes will still open the sluice to allow you to pass into the outer ocean. Exit town, grab a horse from the nearby bell and ride over to where the ship is docked. Sail to the Valor-Sauvage Channel just west of town where you'll find the gate. As promised, Servantes opens the gate, as the party thanks him Sylvando dives for cover (it appears Sylvando has something to hide from Servantes). Follow the stream out towards the ocean and the fog will take over. As the fog clears, you discover the ship has run aground and you're on a mysterious uncharted island.

Wild Blue Yonder

Awarded for opening the gates to the wider world.

G 10

The Green Orb



The Strand

Items	Area
Mini Medal	Behind the western ship, chest

Sparkly Spots	Area
Sun-bleached Seashell	North

You'll find yourself on a shipwrecked island and your party will be spread out across it. Head northwest behind the ship to find a hidden chest, opening it to obtain a **Mini Medal**. Continue to the north of the island to find the sole Sparkly Spot containing a **Sun-bleached Seashell**.

Once you've looted the items, make your way to the center of the island where Jade is waiting. As Jade begins to ponder the existence of the island, a woman appears in the water startling the group. Revealing herself to be a mermaid, Michelle remarks how you're not afraid of her and that you remind her of someone else, Kai, a fisherman from Lonalulu. As she recounts her tale of the pair and the laws of mermaids you learn of a kingdom under the ocean, a piece of information that alludes to an Orb that had sunken to the bottom of the sea. Veronica strikes up a deal with the mermaid, to track down information on Kai in order to gain passage to the kingdom below. There's nothing left for you at the Strand for now so return to the ship to discover that Michelle's magic has got the ship moving again.

Exploring The Open Sea

Monsters	HP
Drake Slime	~63
Miasma	~80
Seaslime	~64
Mermaniac	~170
Spinchilla	~84
Diethon	~194
Handsome Crab	~91
War Gryphon	~188
Otter Shambles	~252
King Squid	~509
Chillanodon	~138

Your next destination lies far to the east, south of the Hotto Steppe but first there's a number of islands to explore for loot and more Crossbow Targets. From your current location, make a quick stop to the island south of your current location.

Tip

With Jade now in your party, you can make use of the excellent Electro Light Pep Power between the Hero, Jade and Sylvando. When you cast this in battle you have the chance to change the monsters to Metal Slimes based on your level. Try to save your Pep Ups for this while exploring.

Insula Incognita

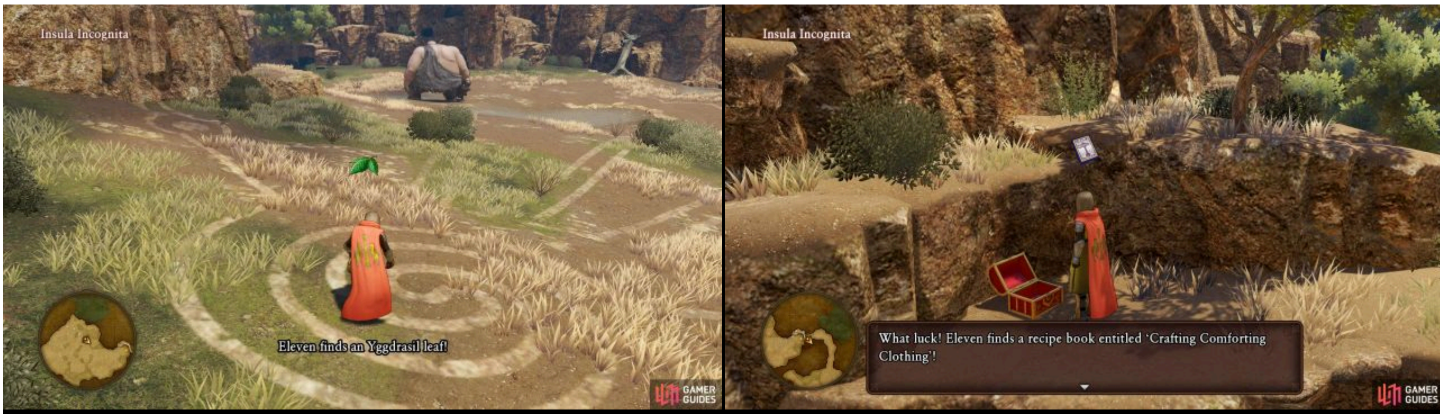
Items	Area
Crafting Comforting Clothing	On top of the arch, chest

Sparkly Spots	Area
Waveweed	South from the dock
Iron Ore, Silver Ore x2	North of the large field, Ore gathering point
Gold Ore	Far south

Monsters	HP
Hammerhood	~17
Brownie	~74
Troll	~513

Monsters	HP
Cyclops	~551

On the Insula Incognita you'll find a bunch of Hammerhood and Brownies accompanied by Trolls and a new monster, the Cyclops. Beware of the Cyclops as they hit hard and have a large amount of HP, make use of Jade's Leg Sweep to manage the battles better. From the dock follow the path south to the first Sparkly Spot on your right containing a **Waveweed**. Follow the path until it opens up into a large field, you'll spot an Ore gathering point on the north wall containing **Iron Ore** and two **Silver Ores**. Search southeast a little from this gathering point to spot another Sparkly Spot, this one containing an **Yggdrasil Leaf**.



Eleven finds an Yggdrasil leaf!

What luck! Eleven finds a recipe book entitled 'Crafting Comforting Clothing'!

The Sparkly Spot here is a good source for Yggdrasil Leaves (left), climb the steps to the left of the archway to find this Recipe Book. (right)

Tip

As this is a Sparkly Spot, you'll be able to come back here when the spot respawns to collect more Yggdrasil Leafs, a very useful and usually rare revival item.

Head past the Trolls to the east and keep to the left wall to find a spot you can climb up. Follow this up and across to the other side where a chest awaits, open it to obtain a new Recipe Book, **Crafting Comforting Clothing** which will allow you to craft a Robe of Serenity. Drop down and follow the path to where you can encounter a Cyclops, whether you decide to fight or not, snag the Sparkly Spot to the south to obtain a **Gold Ore**.

Zoom back to The Strand and board the ship once more, this time sailing north to the next small island.

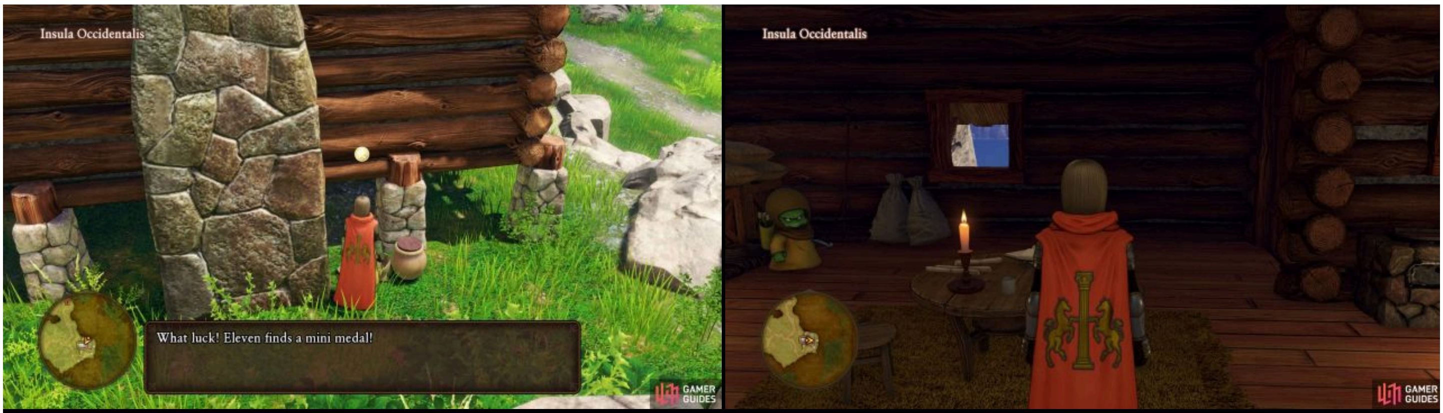
Insula Occidentalis

Items	Area
200G	Outside the Cabin, barrel

Sparkly Spots	Area
Sun-bleached Seashell	North of the dock
Silkblossom	Southwest of the Cabin

Monsters	HP
Orc	~105
Spiked Hare	~88
Golden Corn (Rare)	~860
Jowler	~456
Medislime	~90

There's not too much to see on this island for now, there's two locked doors that you'll need to return to later to loot the treasures within. Aside from the Orc, all the monsters here will be monsters you've yet to encounter so take the time to fight at least one of each (you may have to leave the Golden Corn for now). Begin by heading north to find a Sparkly Spot amongst the rocks containing a **Sun-bleached Seashell**.



What luck! Eleven finds a mini medal!

You'll find a Mini Medal in a pot around the back of the cabin (left), while inside you'll find the Bodkin Bowyer for the Insula Isles Crossbow Targets. (right)

Head east via the southern border of the island to reach the next Sparkly Spot behind a tree, this one housing a **Silkblossom**. You should spot a Cabin nearby, head over to it and break the barrel outside to obtain **200G**. Enter the Cabin now to find the Bodkin Bowyer responsible for tracking your progress for targets hit on the Insula Isles, of which you've only struck one for now. Make use of the bed should you need to and then check around the back of the Cabin for some pots, one of which contains a **Mini Medal**.

You've achieved all you can for now at this island, return to the ship once more and sail northeast to the next small island.

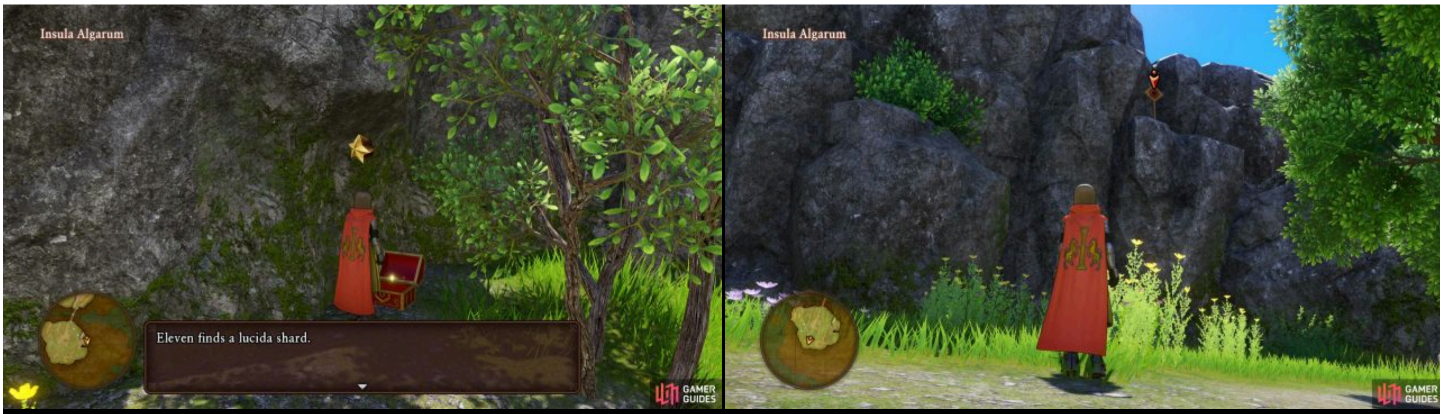
Insula Algarum

Item	Area
Lucida Shard	Northeast of the south island, chest

Sparkly Spots	Area
Royal Soil	Near the dock
Mirrorstone	West of the bridge
Narspicious x2, Faerie Fluff	West of the south island, Flower gathering point

Monsters	HP
Raven Lunatic	~113
Hades Condor	~150
Pteranodon	~97
War Gryphon	~188

Only a few items to snag in this small island along with two new monsters to battle, the Pteranodon and Hades Condor, both of which shouldn't cause too many problems. Begin by following the path, keeping to the left to find your first Sparkly Spot near a tree containing a **Royal Soil**. Continue to follow the path and once it opens up search the south cliff to find another Sparkly Spot containing a **Mirrorstone**.



Eleven finds a lucida shard.

There's a well hidden chest with a rare forging material (left), while you can find another Crossbow Target to the south. (right)

Cross over to the other side of the island and search the northeast to find a chest tucked away in the corner, open it up to obtain a **Lucida Shard**. Head directly west from here to spot a Flower gathering point containing two **Narspicious** and a **Faerie Fluff**. Before you leave the island, head to the far south and look up to spot the next Crossbow Target amongst the rocks.

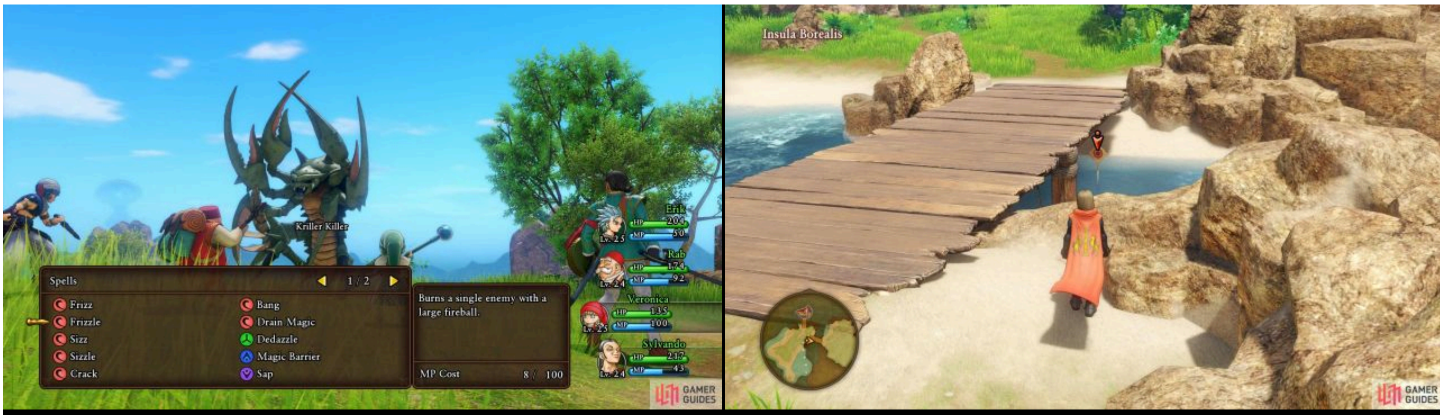
Return to the Ship once more and set sail, you'll need to sail around the northern edge of Erdrea to reach the next island located to the north.

Insula Borealis

Sparkly Spots	Area
Celestial Skein	Far south sea
Silkblossom	Southwest of east island
Silver Ore x2, Blue Eye	East, Ore gathering point
Glass Frit	Far east

Monsters	HP
Man o' War	~50
Coralossus	~230
Kriller Killer	~285

Another island with not too much to see and do but there are still some items to loot and a Crossbow Target. Head directly south as far as you can from the dock to find the first Sparkly Spot containing a **Celestial Skein**. As you make your way back towards the bridge, look under it to discover the next Crossbow Target (you'll have to strike it from the bridge).


Kriller Killer
Spells
1 / 2
Frizz
Frizzle
Sizz
Sizzle
Crack
Bang
Drain Magic
Dedazzle
Magic Barrier
Sap
MP Cost
8 / 100
Erik
HP 204
MP 50
Lv. 25
Rab
HP 174
MP 92
Lv. 24
Veronica
HP 135
MP 100
Lv. 25
Sylvando
HP 217
MP 43
Lv. 24
GAMER GUIDES
Insula Borealis
GAMER GUIDES

Burns a single enemy with a large fireball.

The Kriller Killer is a tough enemy with party wide attacks so don't underestimate it (left), the next Crossbow Target is situated under the bridge. (right)

As you cross the bridge, make your way southeast of this island to the next Sparkly Spot containing a **Silkblossom**. Continue northeast and as you leap over a log, look to the right to find an Ore gathering point containing two **Silver Ores** and a **Blue Eye**. Finally, look to the north of your current position to locate the last Sparkly Spot housing a **Glass Frit**. Once more return to your ship and set sail to the small island located to the northeast (east from your current location).

Insula Orientalis

Items	Area
Mini Medal	Ruins northeast of the bridge, pot

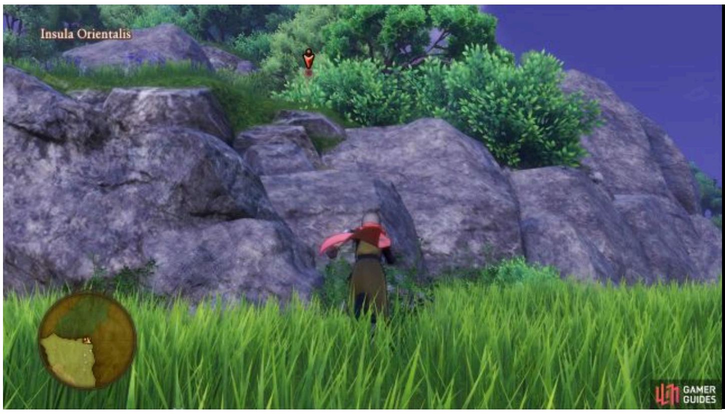
Items	Area
Slime Crown	Northwest of the bridge, chest

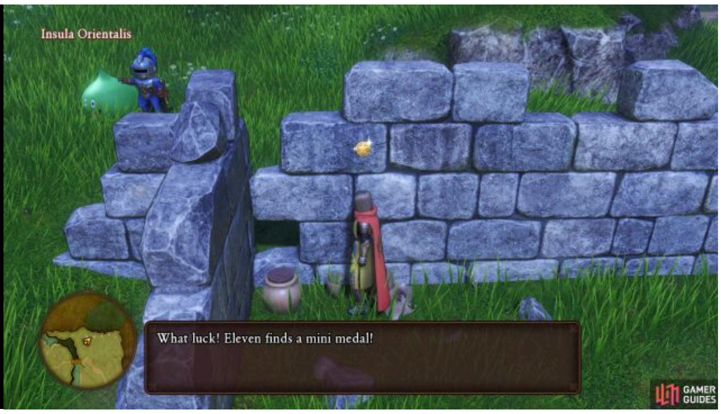
Sparkly Spots	Area
Tortoise Shell	Along the eastern beach
Celestial Skein	In the water, south of the bridge
Silkblossom	Northeast
Silver Ore x2, Iron Ore	Water to the northwest, Ore gathering point

Monsters	HP
Metal Slime	~4
Healslime	~25
Shell Slime	~42
Drake Slime	~63
Bite Bulb	~72
Slime Knight	~72
Heart Knight (Rare)	~616
Agoomulator	~86
King Slime	~512
Liquid Metal Slime	~8

As you may have surmised from taking a glance at the monster list, you'll only encounter Slimes on this island. This includes Metal Slimes and the next tier up, Liquid Metal Slimes. As with all Metal enemies in Dragon Quest XI, you won't see them on the field, you'll only encounter them alongside other monsters with the Liquid Metal Slimes being exclusive to battles involving King Slimes.

From the dock, head along the beach to the east to locate a Sparkly Spot containing a **Tortoise Shell**. Head over to the water on the west side of the island and follow it into a corner to the north where another Sparkly Spot resides containing a **Celestial Skein**. Run over to the north-eastern edge of the island now to spot a third Sparkly Spot, this one housing a **Silkblossom**.





What luck! Eleven finds a mini medal!

The latest Crossbow Target is high up to the north-west of the island (left), search the nearby ruins to find a Mini Medal in a pot. (right)

Continue to head into the northeast corner here and then turn around to face the rocks high up, you'll spot the next Crossbow Target near a bush. A short distance to the west from your current location are some ruins, search inside for some pots containing a **Mini Medal**. Ignore the bridge for now and head northwest into the corner where a chest is hiding, open it up to obtain a **Slime Crown**. Cross the bridge now and head north to where the water is, you'll find an Ore gathering point here containing two **Silver Ores** and an **Iron Ore**.

You have all the items here for now so feel free to bash around some Slimes (in particular attempt to fight a Liquid Metal Slime or two) to increase your level, your party should be around Level 24 or higher by now. Once you're done culling the island of it's slimy inhabitants, board the ship once more and finally begin the journey to Lonalulu far to the south of your current location.

Lonalulu

GAMER GUIDES

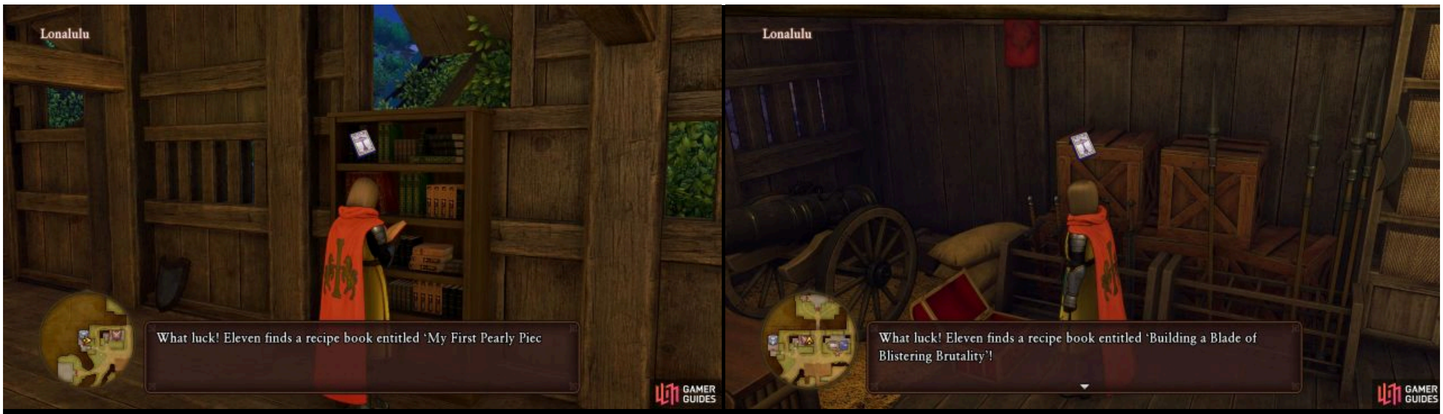
Items	Area
Horse Manure	Outside Western house, pot
My First Pearly Pieces	Armor shop, bookshelf
Building a Blade of Blistering Brutality	Weapons shop, chest
3000G	Under the stairs on the beach, chest

Items	Area
Softwort	South of the pier, barrel
400G	Inn, wardrobe
Mini Medal	South of the Tavern, barrel
Aerofoil Earrings	House east of the Item shop, wardrobe
31G	Outside house north of the Item shop, barrel
100G	South of the upper path, barrel
Seed of Defense	South of the upper path, barrel
Sun-bleached Seashell	Northwest of the large house north of the Inn, barrel
Pink Pearl	Large house north of the Inn, wardrobe
Narspicious	House east of the Church, pot
Magic Water	Behind Church, pot
Mini Medal	Saikiki Beach, chest

Sparkly Spots	Area
Waveweed	Dock, behind the well
Rippledrops	Southeast of the beach
Thinkincense	Southeast of the upper path
Crimson Coral	Saikiki Beach

Lonalulu is a village steeped in tradition, that thrives on it's Fisherman lifestyle. As you arrive at the dock, search behind the well to find a Sparkly Spot containing a **Waveweed**. Follow the path through the tunnel to reach the village itself as Sylvando points out that there doesn't seem to be many men around. Something appears to be going on in this town but Erik wishes to avoid trouble and meet up with Kai.

Follow the path down until you can go west to a house, search around to the north exterior to find some pots to break, inside you'll obtain **Horse Manure**. Return to the main path and enter the Armor shop to the northwest, you'll spot a bookshelf you can check, do so to obtain a new Recipe Book, **My First Pearly Pieces**. This will, as suggested by the title, allow you to craft two new accessories with Pearls as their main ingredient. Check out the Armor shop while you're here, there's a new shield that may be of use to Sylvando or Serena if they're not dual wielding already otherwise the rest of the equipment shouldn't be of any use.



What luck! Eleven finds a recipe book entitled 'My First Pearly Piec

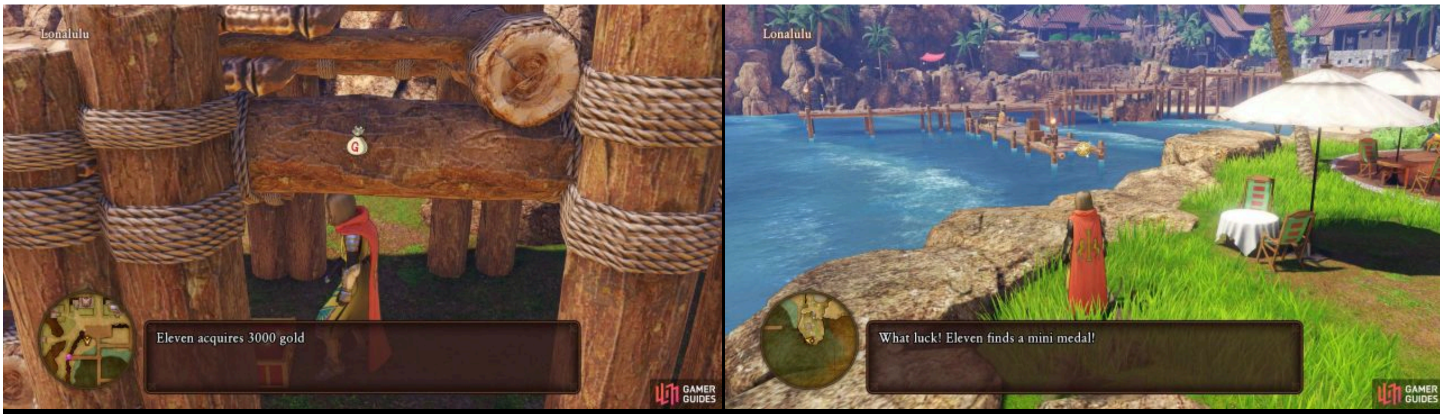
What luck! Eleven finds a recipe book entitled 'Building a Blade of Blistering Brutality'!

The first Recipe Book can be found on the Armor shop's bookshelf (left), while the second will be stashed in a chest behind the counter of the Weapons shop. (right)

Next along is the Weapons shop, head behind the counter to loot the chest containing another Recipe Book, **Building a Blade of Blistering Brutality**. Be sure to check out the shop while you're here, the Cautery Sword is not worth the gold considering you just learnt how to make one of your own. If you're using the Greatsword from the Casino then it's safe to ignore this one and the new Wand for Serena may be worth picking up if you have her dual wielding Wands. The Lightning Staff is an interesting Heavy Wand as it allows the wielder to cast Zap when used in battle.

Exit the shop and head over to the beach, climbing down the stairs to the south of you. Go behind the stairs you just took to find a well hidden chest containing **3000G**. Follow the shore here to the southwest corner for another Sparkly Spot, this one containing **Rippledrops**. Climb back up the stairs and follow the pier to the south to find a pair of barrels with a **Softwort** inside.

Head back over to the Inn and rest if you need to (make sure to change the time of day to dawn) and then head behind into the rooms, there's a wardrobe here with **400G** inside. Check out the Item shop next if you wish, the only item of note is the Thinkincenses on sale, feel free to pick one or two up. To the southeast of this shop is the Tavern, head out to the far south of it to find some barrels with a **Mini Medal** inside.



Eleven acquires 3000 gold

What luck! Eleven finds a mini medal!

Search under the stairs to the beach to find a hidden chest (left), while a barrel houses a Mini Medal south of the Tavern. (right)

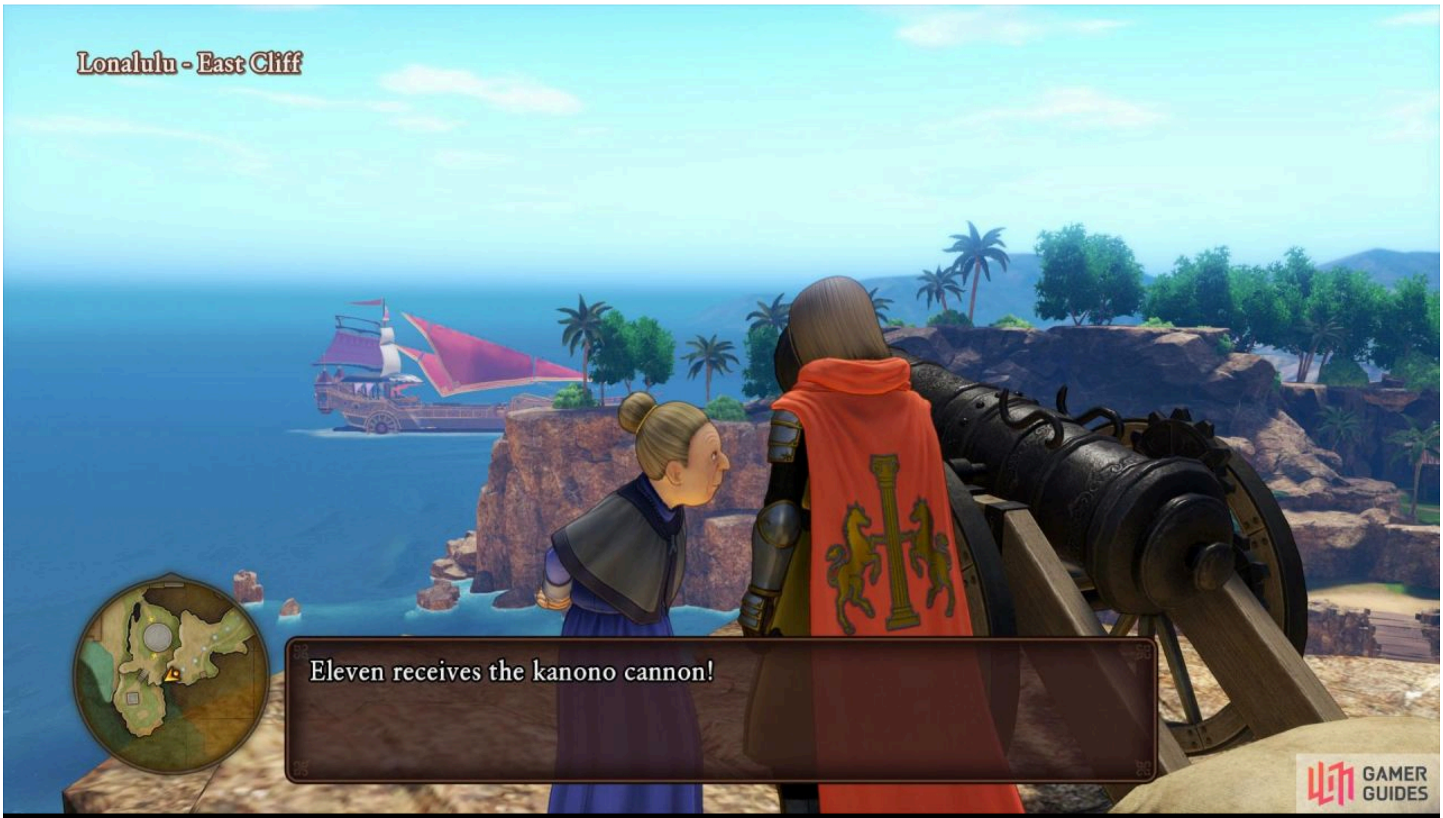
In the house to the east of the Item shop you'll find another wardrobe you can ransack to obtain **Aerofoil Earrings**. Make your way behind the Item shop and follow the path to the next house where you can read more about the village from the books there. Search the northwest of the exterior of this house to find some barrels, one of which contains **31G**. Follow the long path to the north all the way around until you reach the southeastern area of the map, climb the small platforms here to discover a Sparkly Spot containing a **Thinkincense**. Continue south to find some barrels containing **100G** and a **Seed of Defense**.

Take in the gorgeous view from here (and grab a few screenshots to go along with it) and then take the path leading north from behind the Inn. Once you open the gate, search in the northwest corner to find some more barrels, one of which contains a **Sun-bleached Seashell**. Head inside the house itself now and open the wardrobe within to obtain a **Pink Pearl**. Continue around back towards the Church via the east gate and enter the next house you come upon, you'll find a pot with a **Narspicious** inside.

Tickington

In the same little area as the church, you will find a Tockle that gives you the pastword for Chateau Felix area. Note that you won't be able to complete this area until you gain access to a later area of Tickington.

As you approach the Church you'll come across a woman who will perform a picture show for the children. You'll witness the story of a talented Fisherman who gave his soul to a Mermaid, sounds familar. The group discovers from the old woman (who appears to be Kai's mother) that Kai and the rest of the men are at sea attempting to defeat the giant Squid thats been attacking the village. As any good knight would do, you'll need to help them defeat the Squid if you wish to speak to him. Head into the Church and save your game if you wish and then return to your ship.



Speak to the Canon Lady before heading off to battle to obtain a canon to help you.

Tip

You can gain some extra firepower for the upcoming boss battle by speaking to the woman next to the canon in the northeast part of town. She'll loan you a cannon to use against the monster, the sound will distract it causing you to act first.

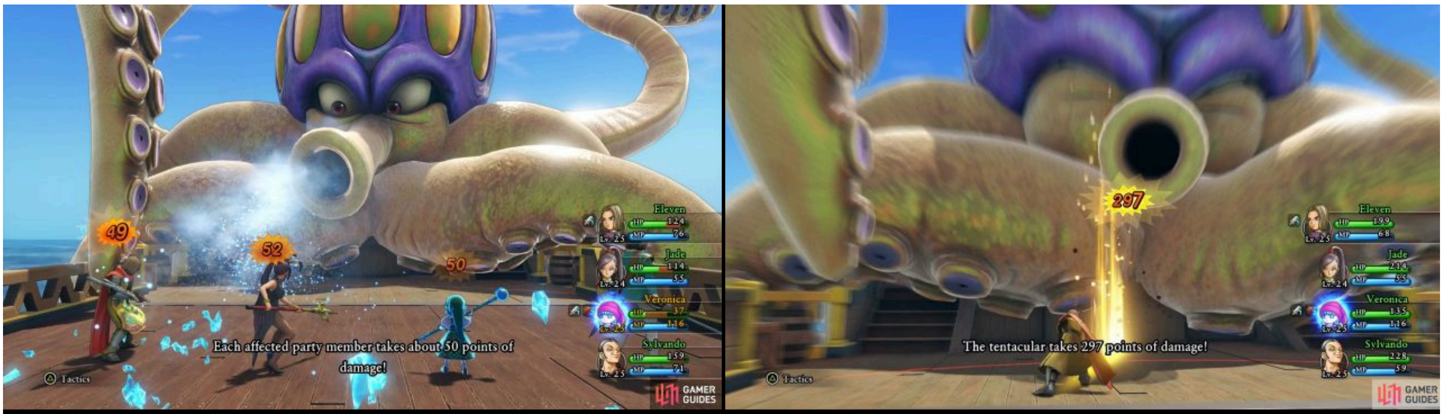
Open up your map to see the location of the fleet and begin sailing there. Conserve your MP in any battles you may need to fight along the way, you'll be needing it. As you approach the fleet, you'll finally come into contact with an old friend, it's time to settle the score.

Boss - Tentacular

GAMER GUIDES

Depending on if you brought along the canon from Lonalulu or not will determine if Tentacular will begin the battle stunned. Either way, there are three targets to go for in this battle in the way of two Tentacles and Tentacular himself. Tentacular has around 1345 HP and his two Tentacles have around 250-300 HP along with the ability to recover after being defeated (albeit at reduced health). It therefore goes without saying that your main target is Tentacular himself.

As you may have assumed with three targets, the boss will have at least three turns every combat round. The most deadly attack from Tentacular is when he lets loose with his tentacles, this will hit all allies multiple times and you'll need to follow up with Hustle Dance or other like minded healing abilities right away. He also has the ability to rock the boat that will target all allies for around 30 HP along with the ability to knock your characters onto the ground and unable to act. The Tentacles can shield Tentacular from any damage, if this occurs then target the Tentacle that is blocking. Tentacular can also have the ability to put the entire party to Sleep along with a regular attack hitting for around 50HP. The Tentacles aren't too much of a problem outside of the shielding of Tentacular himself consisting of regular or party wide attacks.



Each affected party member takes about 50 points of damage!

The tentacular takes 297 points of damage!

Be sure to use Hustle Dance after the devastating Chilly Breath (left), Cutting Edge will deal huge damage if you have the Platinum Powersword from the Casino. (right)

You now have a large party at your control so there are a number of ways you can go about tackling Tentacular. The Hero and Veronica should be permanent additions to the party, Tentacular is weak to Fire and Thunder so their spells come in handy as does the Platinum Powersword if you picked it up at the Casino. Consider using Jade or Erik for your next party member, Jade will put out more damage with her Spear attacks but Tentacular can be slept with Erik and then damaged heavily with Pursecutter. Erik and the Hero's Scorched Earth Pep Power will also help a lot so use it if you get the opportunity. Finally, you'll want Sylvando in the party to heal with Hustle Dance, the boss does a lot of party wide attacks and Serena is useful for Kabuff to limit the damage.

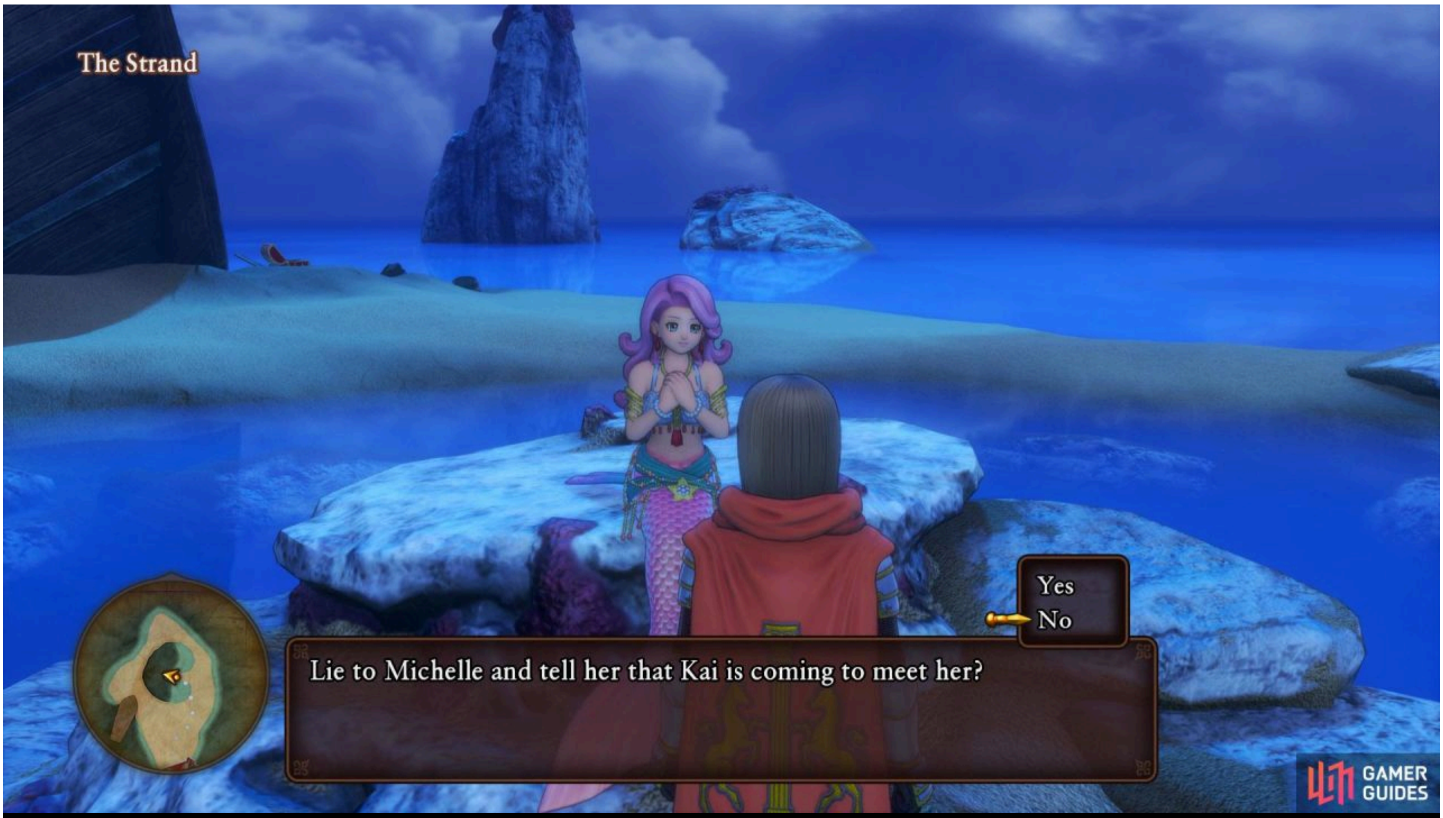
As for attacking the boss, the Hero should use Cutting Edge if he has a strong Greatsword otherwise resort to using Zap or Frizzle if you're using a regular Sword. Have Veronica use Kasap before bombarding with Frizzle, she'll be even more deadly if you Oomph her with Sylvando. Don't forget that you have the ability to switch party members in and out, if the situation takes a turn for the worse switch a fallen character with a fresh one from the reserves.

Once Tentacular falls the fisherman will thank the group and invite you back to the village for a celebration. Take in the festivities at the Tavern and then attempt to exit, Jade and Veronica (who is apparently too young to join the party at the Tavern) tags along as you go to search for Kai. Head to the southeast of the pier where you'll find a fisherman working on his boat, speak to him about Michelle. It appears that the Kai you're looking for is in fact his grandfather and he will tell you the tragic tale that befell the village 50 years ago. Following his story, Kainui will want to give you something to give to Michelle and asks that you meet him at the beach behind the Church.

Head to the north of the village and exit the Church via the back door, looking behind it to find a pot with a **Magic Water**. Continue on to the beach and follow the shore around to the north to find a Sparkly Spot containing a **Crimson Coral**. Head up the steps towards the house and look along the north of the exterior to find a chest containing a **Mini Medal**. Head to the door of the house to meet with Kainui once more to obtain the **Lover's Veil** that his grandfather left behind. You have what you was looking for so Zoom back to The Strand.

The Lover's Veil

Head over to Michelle and deliver the veil along with the news of Kainui's grandfather's passing. You have a choice here that will affect the outcome of this tale, you can choose to tell Michelle the truth that her love has passed or you can lie and give her the veil. If you lie, Michelle will be delighted and try on the veil before holding up her end of the bargain and giving you **Lorelai's Harp**. You've spared her the pain from learning the truth but she can continue with the hope that her love will return one day.



Lie to Michelle and tell her that Kai is coming to meet her?

For once, your choice here will affect the outcome of this story.

Alternatively, tell her the truth, she will refuse to believe you and wishes to speak to the man you spoke to. Return to the ship to automatically return to the village and head over to Kainui's house. After, make your way back to Saikiki Beach and meet back up with Michelle to watch the tragic events that follow. Follow Kainui to the house to witness more tearjerking events that conclude this tragic story. You'll find **Lorelei's Harp** that Michelle promised back at The Strand.

With Lorelei's Harp in hand, you can now make use of all the Vortex of Lights in the sea. Using these will allow you to access other parts of the world that would otherwise be inaccessible.

Note

There's a few more small islands you can access right now but they only include minor items so wait until you have the Magic Key before heading there.

From The Strand, sail back through the Channel to reach the Inland Sea once more and make your way over to the vortex of light just southwest of the Zwaardsrust Region dock. Maneuver the ship inside and play Lorelei's Harp to descend to the kingdom below.

Nautica

GAMER GUIDES

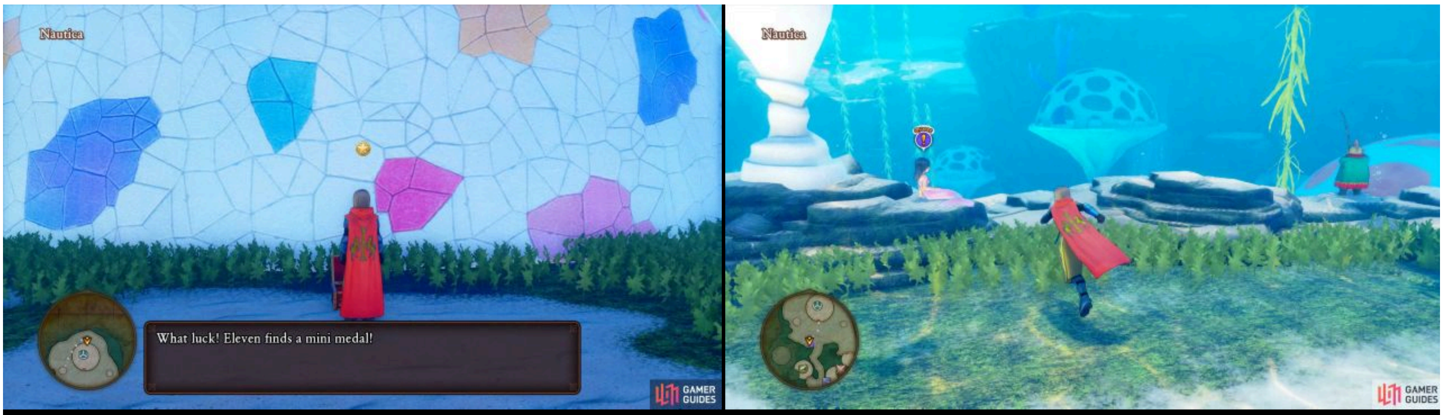
Items	Area
Mini Medal	Behind the Church, chest

Sparkly Spots	Area
Water Sedge	Entrance

Sparkly Spots	Area
Water Sedge	Entrance
Crimson Coral	Southwest of the Church

You find yourself under the sea surrounded by mermaids, somehow you're able to breathe normally down here. Turn behind where you land to spot the first Sparkly Spot containing a **Water Sedge**. Continue northwest a little to find more **Water Sedge** and then continue forward, the Rainbough guiding the way. Jade mentions that you should head to see the queen, not only for the Orb but to deliver the news about Michelle.

Follow the walkway, exchanging a quick chat with the nearby mermaid to recover your HP and MP should you need it. You'll have to wait until later to use the Equipment shops but you can check out the wares of the Item shop, although nothing there should be of value to your party. Check near the large blue coral to the southwest of the Church to find the last Sparkly Spot for now, a **Crimson Coral**. Finally, before you enter the Church to speak to the queen, head around the back to discover a chest containing a **Mini Medal**.



What luck! Eleven finds a mini medal!

There's a chest with a Mini Medal behind the Church (left), along with a quest to accept following your chat with the Queen. (right)

Make your way inside the Church and save your game should you need to before speaking to the Queen's attendent to be granted an audience with her. It appears Queen Marina knows all about the events of the land above and knows what you're seeking, the **Green Orb**. As gratitude for your assistance with Michelle she presents you with the Orb (with no strings attached for once).

Sea-Crossed Lovers

Awarded for seeing an ill-omened love through to the end.

G 10

Leave the building and you'll discover there's a mermaid nearby with a quest for you. Speak to her to hear her request, she wishes to hear a song from the human world that she heard a long time ago. Agree to the request to begin **Quest 22 - Up Where They Walk** and then Zoom to Gondolia.

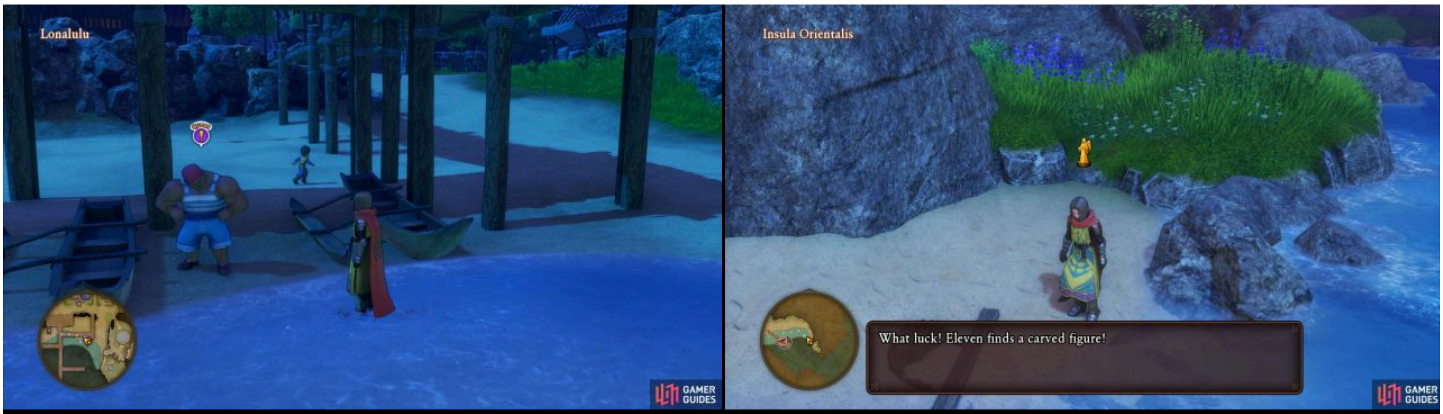
Questing Around Lonalulu

Before you head to your next destination and begin searching for the next Orb, there's a few quests to pick up and complete starting with the one you just picked up. In Gondolia, head to the northwest tower to find an old man in blue clothes, time has passed since the Mermaid heard that young boy play the song and now finds himself in the twilight years of his life. Speak to him to learn the song and then Zoom back to Nautica to deliver the news to the mermaid, in return you'll obtain **Gracos's Trident**.

Note

If you took the time to get the Spear from the Casino then this will be a huge downgrade otherwise this should be better than whatever weapon Jade is using.

Zoom over to Lonalulu now and open the map to discover there's now a new quest to accept. Head over to the beach under the pier to find a sailor, speak to him to hear his request. Agree to accept **Quest 21 - My Secret Saint** and return to the dock at this village. Sail to the north back to Insula Orientalis and head east from the dock to find the **Carved Figure** near the washed up wood. Return to the quest giver and hand this over to complete the quest and obtain a **Warlock**.



What luck! Eleven finds a carved figure!

Speak to the man under the pier to assist him (left), you'll find the Carved Figure on Insula Orientalis to the north of Lonalulu. (right)

There's one more quest to accept in the Village but it's appearance hinges on whether you've learnt the Pep Power Puff-Buff learnt by mastering the abilities Unbridled Blade from the Hero's Greatswords category and Puff Puff from Jade's (which she joins the party with already unlocked). It's unlikely that you'll have this unlocked for the Hero by now unless you've made a beeline for this ability so forget it for now and return later.

The Silver Orb

The Champs Sauvage

Area	Items
Mini Medal	West of the south Camp, chest
Vanguard	Southeast of the northwest Camp, chest
Enchanted Stone	Northeast of the northwest Camp, chest

Sparkly Spots	Area
Celestial Skein	South of the bridge
Celestial Skein	Northwest of the ruins
Narspicious x2, Sparkly Sap	West of the ruins, Tree gathering point
Evencloth (Night only)	South of the ruins
Glimmergrass x2, Thinkincense	South of the ruins, Flower gathering point
Celestial Skein	South of the Camp
Glimmergrass	Northwest lake
Platinum Ore x2, Mirrorstone	West of the northeast Camp
Red Eye	North of the Camp
Superior Medicine	Northeast
Drasilian Shilling	Northeast

Sparkly Spots	Area
Flintstone	Northeast
Pink Pine	Northeast
Glimmergrass	Northeast

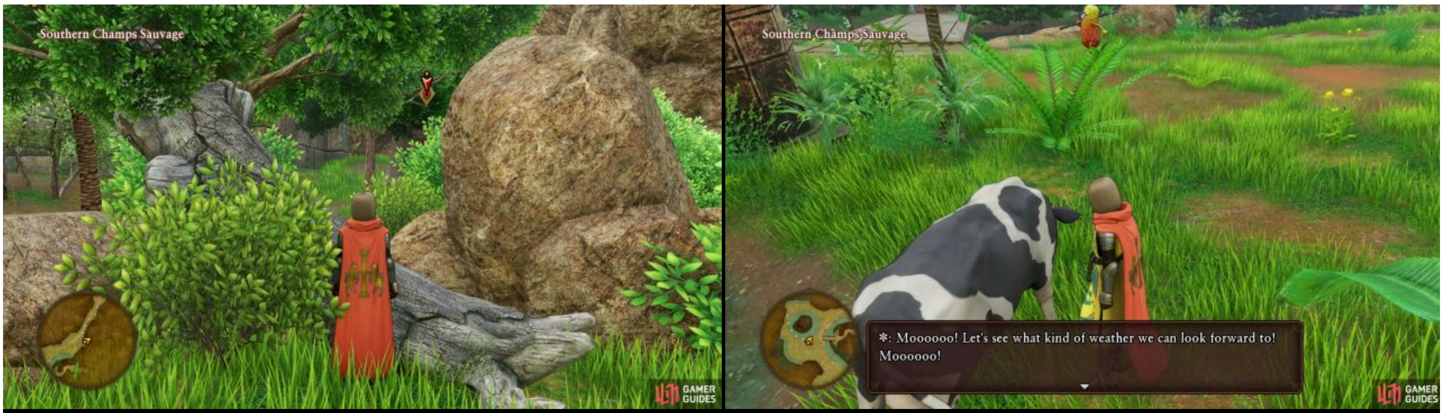
Monsters	HP
Handsome Crab	~91
Spiked Hare	~88
Golden Corn (Rare)	~860
Lump Mage	~96
Medislime	~90
Agoomulator	~86
King Slime	~512
Metal Slime Knight	~100
Dragurn	~256
Very Devil	~81
Hades Condor	~150
Zumeanie	~110
Pteranodon	~97
Golem	~187
Corpse Corporal	~262
Brollygagger (Rain only)	~108
Brollympian (Rain only, Rare)	~982

Zoom back to The Strand and sail the boat north and then head inland to the east to reach a vortex of light. Use Lorelei's Harp to find yourself in a small lake where you can dock the boat. Your destination lies to the north however like all new areas, take the time to explore for items, new monster entries and more Crossbow Targets.

Note

Taking a close look at the monster list, you'll see the Metal Slime Knight. Despite a similarity to the Metal Slime monster, this is just an ordinary enemy and won't reward you with a high amount of experience.

At the first intersection, head south across the bridge and keep to the left wall to find your first Sparkly Spot, a **Celestial Skein**. Turn to the northeast while you're here and look behind the large rock to discover the first Crossbow Target. As you continue south, ignore the town for now (you'll be heading here later as part of the adventure) and search northwest of the ruins in the center to find another Sparkly Spot containing another **Celestial Skein** followed by a Tree gathering point to the west of this location housing two **Narspicious** and a **Sparkly Sap**.



*: Moooooo! Let's see what kind of weather we can look forward to! Moooooo!

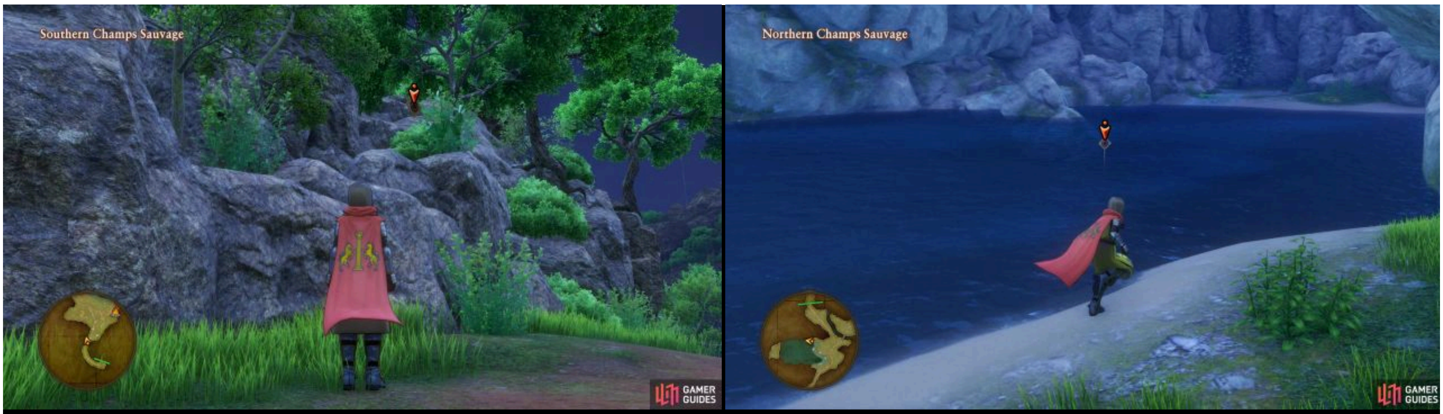
As you head south across the bridge you'll come across the first Crossbow Target (left), then search south of the nearby ruins to find the next Weather Cow. (right)

Search to the south of the ruins now to find your next Weather Cow and then glance to the southwest to find an **Evencloth** if you find yourself here at night. A little further south of this item is a Flower gathering point containing a **Thinkincense** and two **Glimmergrass**. Head over to the east where the water is to find your next Sparkly Spot, this one containing **Platinum Ore**.

Tip

Platinum Ore will start appearing in Sparkly Spots in this region, take the time to gather some so you can begin forging the Drasilian Armor set for the Hero.

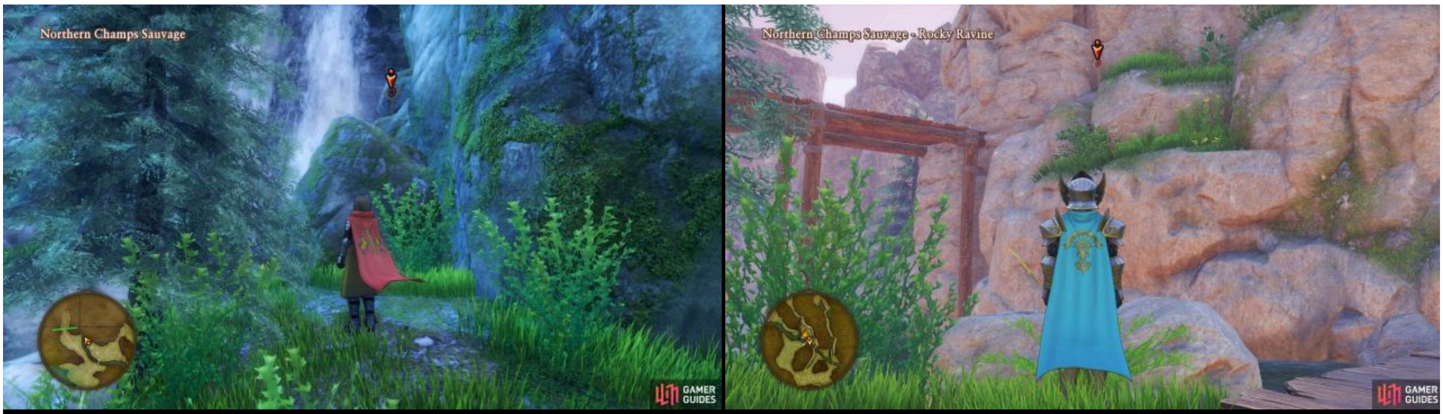
Rest at the camp now to save your game and recover your HP and MP along with shifting the time to Night if you missed the previous Sparkly Spot. The items on sale are nothing to write home about however there are some useful materials you may wish to consider stocking up on. Head south from the camp to find a Sparkly Spot with a **Celestial Skein** and then glance up to the west of this location to spot the next Crossbow Target dangling from the tree. Head northwest into the corner here to find a chest containing a **Mini Medal** and then make your way back to the north of the bridge.



The second Crossbow Target is up high near the southern exit (left), when you return to the north, look in the lake to spot another Crossbow Target. (right)

Search near the upcoming lake to find the next Sparkly Spot containing another **Glimmergrass** and then look into the lake to shoot the next Crossbow Target. Your destination lies to the northwest at this next fork so ignore it and head over the bridge. Head to the northwest of this area and look towards the waterfall to discover another Crossbow Target. Move over to the east now and up the steps, shimmy across the edge and over to an Ore gathering point containing two **Platinum Ores** and a **Mirror Stone**.

Return the way you came and take the north path across the walkway and drop onto a Sparkly Spot containing a **Red Eye**. Make use of the Camp here and forge any of the Drasilian Armor set for the Hero with whatever Platinum you've managed to gather so far. If you've managed to forge both the helmet and the chest piece and equip it, you'll alter the Hero's appearance once more.



Search near the waterfall to the east of the Académie for the fourth target (left), while the final target is just south of the Camp. (right)

Head south towards the bridge and look up into the air to spot the final Crossbow Target, shoot it and speak to the Bodkin Bowyer to obtain four **Seeds of Therapeusis**. Take the south bridge and follow the path to the east where you'll spot a rope hanging down, climb to the top to discover a chest housing a **Vanguard**. There are two paths you can take here, take the center one up the stairs and follow the path to another chest containing an **Enchanted Stone**.

Return the way you came and head northeast across the bridge and then search beside the steps leading up to find a Sparkly Spot containing a **Superior Medicine**. Make your way up the steps now and follow the path picking up the Sparkly Spots as you go along to obtain a **Drasilian Shilling**, **Flintstone**, **Pink Pine** and a **Glimmergrass**. Return to the fork you took earlier to reach the northeast area and take the other path to reach your destination.

L'Academie de Notre Maitre des Medailles

GAMER GUIDES

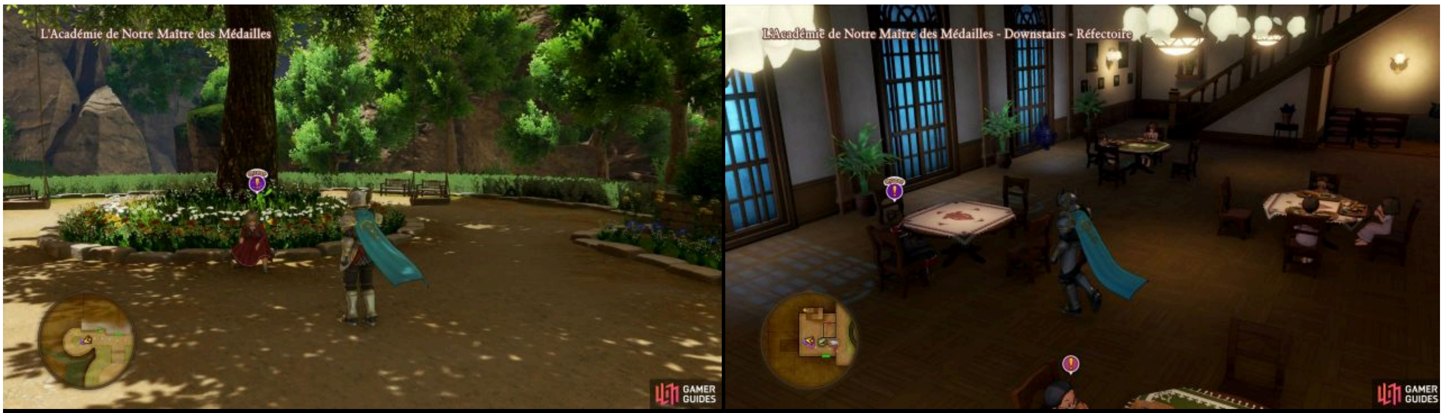
Items	Area
Mini Medal	Well, barrel
Enchanted Stone	Well, chest
Seed of Life	Kitchen, pot
Next-Level Neckwear	Bibliotheque, bookshelf
Fine and Dandy Designs	Bibliotheque, bookshelf

Items	Area
Feathered Cap	2F, wardrobe
Bling-bling Belt	2F, wardrobe
Mini Medal	2F, wardrobe
Mini Medal	The Headmaster's Office, pot

Sparkly Spots	Area
Royal Soil	Well
Sleeping Hibiscus	East of the Academy entrance

You enter what appears to be a school for girls and you're there just in time to catch the opening ceremony for the day. After your somewhat strange exchange with the Principal (along with the students that range from human girls to monster lips), you'll be beckoned to pay him a visit in his office. For the curious types however, there are plenty of goodies to snag and quests to accept before meeting with the Principal.

East of the entrance you'll find a well that you can climb down where you'll find a **Mini Medal** in a barrel sitting in the shack to the east, an **Enchanted Stone** in a chest to the north and a **Royal Soil** in the Sparkly Spot to the west. Climb back out of the well and head north past the courtyard towards the entrance of town where you'll notice a Sparkly Spot to the east in the flower bed containing a **Sleeping Hibiscus**. Check out the west side of the entrance to find a student with a task for you, she wants you to forge a Queen's Whip at +1 or higher of which you'll obtain the Recipe from her to forge it. Agree to aid her to accept **Quest 19 - Making Things Right** and then Zoom to any Camp to forge the weapon in question. Return to her and hand over the Whip to complete the quest and obtain three more **Mini Medals** for your trouble.


L'Académie de Notre Maître des Médailles
L'Académie de Notre Maître des Médailles - Downstairs - Réfectoire
GAMER GUIDES
GAMER GUIDES

Speak to Zazie to the left of Acadamie to accept her quest (left), while a teacher in the refectorie has another simple quest for you. (right)

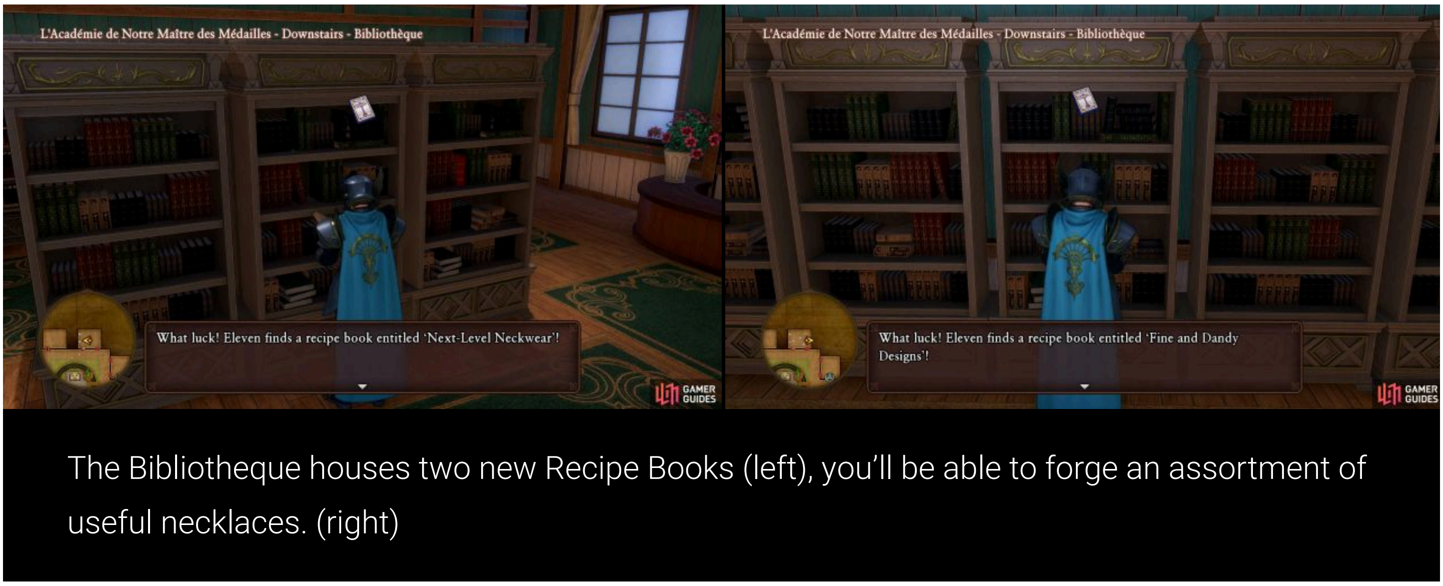
Enter the School via the front door and ignore the central door for now, this leads to The Headmaster's Office. Instead, head into the first room on your left and rest the night should you need to recover. The woman in the center will offer to sell you Perfectionist Pearls at the cost of 100G per one, this is a great resource to take use of in order to rework any gear you may want.

Tip

Consider purchasing enough to enhance the Platinum Powersword and Lightning Spear if you picked them up at the Casino. It’s also a good idea to upgrade any Costume pieces you may be fond of to +3.

The final shop in this room will sell all manner of tools along with the colored eye materials for 1000G a piece, expensive but useful and you’ll be returning here often to restock throughout your adventure. Speak to the girl sitting down here and listen to her request, when sorting through the library she came across a diary that came along with a cryptic message at the end of it and she wishes for you to investigate for her. Agree to aid her to accept **Quest 18 - A Memorable Mystery** and she’ll read the message to you regarding burying something in the Schoolyard.

Hold off on the quest for now and continue your exploration of the interior, heading into the kitchen to find a pot to smash, inside you’ll obtain a **Seed of Life**. Ignore the stairs leading up for now and return to the entrance hall, heading around anti clockwise the next room is locked for now but you’ll find the Bibliotheque next to it. Head inside and begin pouring through all of the books on the shelves, along with all of the interesting information you’ll discern you will also obtain the **Next-Level Neckwear** and **Fine and Dandy Designs** Recipe Books. You’ll find the acting Church in the next room should you need to Save your game and the final room is also empty so make your way to the second floor via the east stairs.


L'Académie de Notre Maître des Médailles - Downstairs - Bibliothèque
L'Académie de Notre Maître des Médailles - Downstairs - Bibliothèque
GAMER GUIDES
GAMER GUIDES

What luck! Eleven finds a recipe book entitled ‘Next-Level Neckwear’!

What luck! Eleven finds a recipe book entitled ‘Fine and Dandy Designs’!

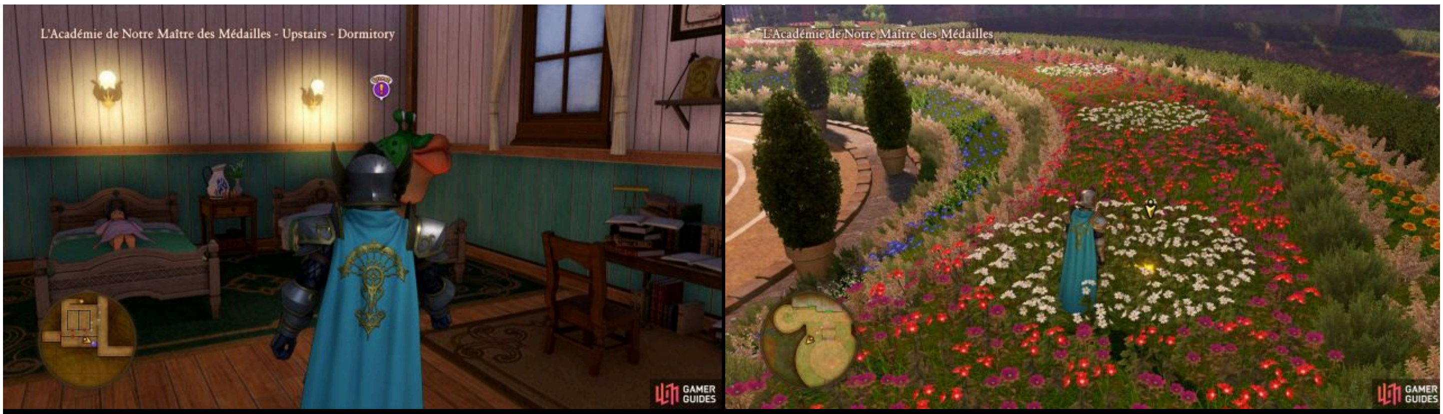
The Bibliotheque houses two new Recipe Books (left), you’ll be able to forge an assortment of useful necklaces. (right)

Head over to the west side of the floor and enter the first room to the south to find a third quest giver. Purscilla wishes for you to find the school paper to see an article, agree to assist her to begin **Quest 20 - The Agony and the Ecstasy**. Head over to the east side of this floor where you’ll find the bulletin board in question and speak to Bashtienne to discover that the Issue in question has blown away toward the direction of the The Eerie Eyrie. Return to the rooms on the west side and enter the room north of the quest giver to find a wardrobe with a **Feathered Cap**. Search the room next to the quest giver next to find another wardrobe you can ransack to obtain a **Bling-bling Belt**. Finally, search the room to the west of this to find yet another wardrobe waiting to be pillaged from, another **Mini Medal** awaits inside.

Make your way back down to the ground level and enter The Headmaster's Office finally to speak to him. He will admit you as a guest student (due to you being a male of course) so that you can assist in collecting the Mini Medals around the world for him. He'll also add a new page to your Stamp Book so you can begin earning more rewards. Break the pots in the corner to obtain another **Mini Medal** and then take the opportunity to hand over any Mini Medals you have on you at this moment in time, if you've been following this walkthrough you should have 13 on you. You'll obtain an **Uniforme de l'Academie** and a new Recipe Book, **Kit Fit for a King**. Before you leave the academy, take the opportunity to examine the Root of Reminiscence next to The Headmaster's Office, using this you can rewatch past events.

Tickington

If you look to the left of the Principal's office, in the little area surrounding it, you should see a red Tockle that will grant you the Pastword to the **Neverglade area**.


L'Académie de Notre Maître des Médailles - Upstairs - Dormitory
L'Académie de Notre Maître des Médailles
GAMER GUIDES
GAMER GUIDES

You'll find a third quest to accept in the dormatories (left), search the field of flowers to the southwest of the entrance to find the missing box. (right)

Exit to the Schoolyard and look for the golden Sparkly Spot (searching at night makes this easier) amongst the flowers southwest of the door. Return to the teacher in the school and hand over the box to complete **Quest 18** and obtain a **Belle's Bow** that will regenerate MP every combat round for Jade.

Tip

Consider reworking the Belle's Bow to +3 and leave it on Jade for the majority of the adventure.

Jade has naturally low MP and her better skills are costly, so the 6 MP regeneration per round helps out a lot.

With your business concluded here for now, Zoom back to the northwest Camp of The Champs Sauvage region. If you have the resources (there's a Platinum Ore gathering point nearby remember) then forge the new armor set for Rab to give him a new look and boost his stats. From the Camp, make your way to the northeast corner of the area until you reach the rope leading up the cliff and into The Eerie Eyrie.

The Eerie Eyrie

The Eerie Eyrie
Autosaving...
GAMER GUIDES

Items	Area
Thunderball	North of the Camp, chest
Mini Medal	Central stream, chest
5000G	Central steam, chest
Electrifying Equipment	West of the Camp (back route), chest
Prayer Ring	Northwest, chest
Build Better Birds' Feet	Behind the northern waterfall, chest
Magic Water x4	Peak, chest

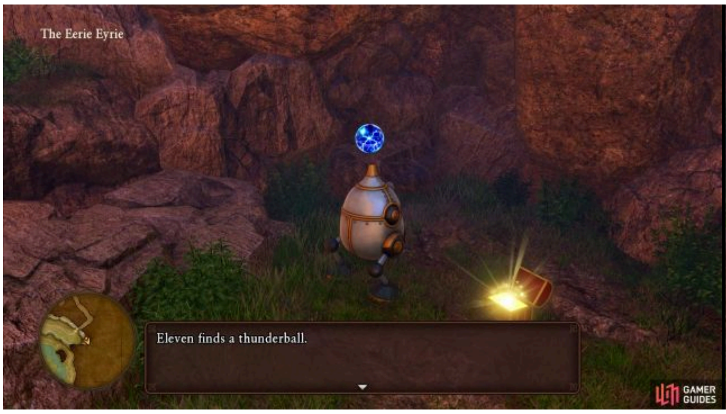
Sparkly Spots	Area
Tiny Tortoise Shell	Entrance
Slipweed	Behind the Camp

Sparkly Spots	Area
Superior Medicine	North of the Camp
Celestial Skein	Southwest path in the Caves
Platinum Ore	Western path in the Caves
Slipweed	Outside the northern exit of the Caves
Purple Eye, Platinum Ore, Gold Ore	Northwest, Ore gathering point
Flurry Feather	Northwest cave

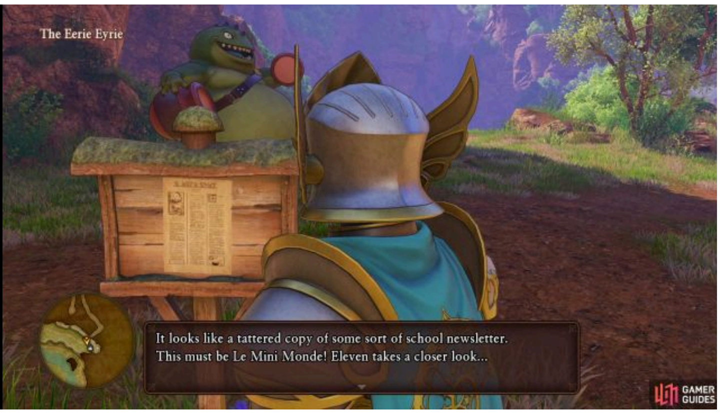
Monsters	HP
Handsome Crab	~91
Medislime	~90
Dragurn	~256
Very Devil	~81
Hades Condor	~150
Rotten Eggsokeleton (Mount)	~71
Overtoad	~128
Demonrider (Mount)	~113

Could the Orb you're looking for be nesting at the top of this eerie mountain peak? You'll discover the answer to those questions as you ascend. Begin by heading north and the Rainbough will begin to glow, indicating that there is in fact an Orb in the area. Search east of the waterfall before you continue to find your first Sparkly Spot containing a **Tiny Tortoise Shell** and then make your way over to the nearby Camp to rest up and save your game.

Across the stream you'll notice some glowing Rotten Eggsokeletons, head over and dispatch one to mount it. Make your way back over to the Camp and leap onto the platform behind it to snag the next Sparkly Spot containing a **Slipweed**. Continue up the path to the north and leap onto the next platform you see along the northern wall to reach another Sparkly Spot, this one housing a **Superior Medicine**. Continue to leap across the platforms to the east and over the gap to reach a chest at the end with a **Thunderball** inside. Drop down now to see a sign in front of a cave, search the back of it to find the missing school paper from **Quest 20**.



Eleven finds a thunderball.



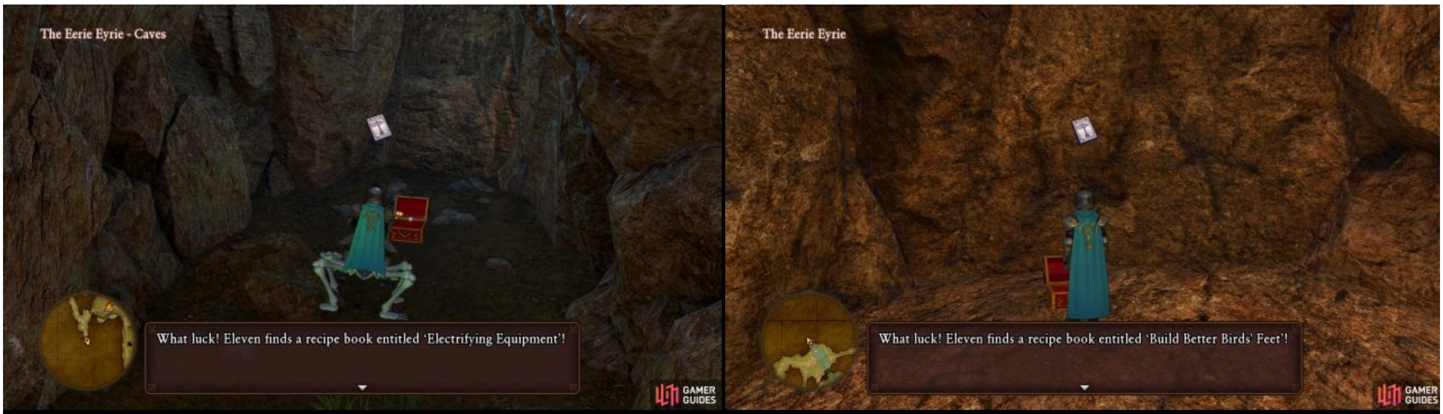
It looks like a tattered copy of some sort of school newsletter.
This must be Le Mini Monde! Eleven takes a closer look...

Use the Eggsoskeleton to reach the ledge above the caves (left), the newspaper for Quest 20 is on the back of the sign leading into the caves. (right)

Follow the caves until you reach an open area and take the southwest path to find a Sparkly Spot containing a **Celestial Skein**. Continue north until you can head down a short path to your left and loot the next Sparkly Spot housing a **Platinum Ore**. Follow the linear path north and then west as you exit the caves and loot the next Sparkly Spot containing another **Slipweed**.

You'll find yourself along the main stream now, head over and grab yourself another Rotten Eggsokeleton and leap onto the ledge to the southeast where another chest awaits, open it to obtain your next **Mini Medal**. While still mounted, head to the far south and leap on to one more ledge to find a chest containing a hefty **5000G**. Ditch the Rotten Eggsokeleton here and defeat one of the nearby Demonriders to gain yourself a new mount. Move over to the western wall here to find some claw prints allowing you to traverse the wall.

At the next intersection, head south and follow it all the way to the end to find another chest, this one containing a new Recipe Book, **Electrifying Equipment** that will allow you to forge some new magical weapons. Before you head back to the previous intersection, check out the nearby tree to attach a rope to it, creating a shortcut back to the Camp. Return north and ascend the next wall to reach another open area.



What luck! Eleven finds a recipe book entitled 'Electrifying Equipment'!

What luck! Eleven finds a recipe book entitled 'Build Better Birds' Feet'!

This Recipe Book will allow you to forge the Lightning Lance from the Casino if you've yet to earn it (left), while you can obtain a useful pair of Claws from this Recipe Book. (right)

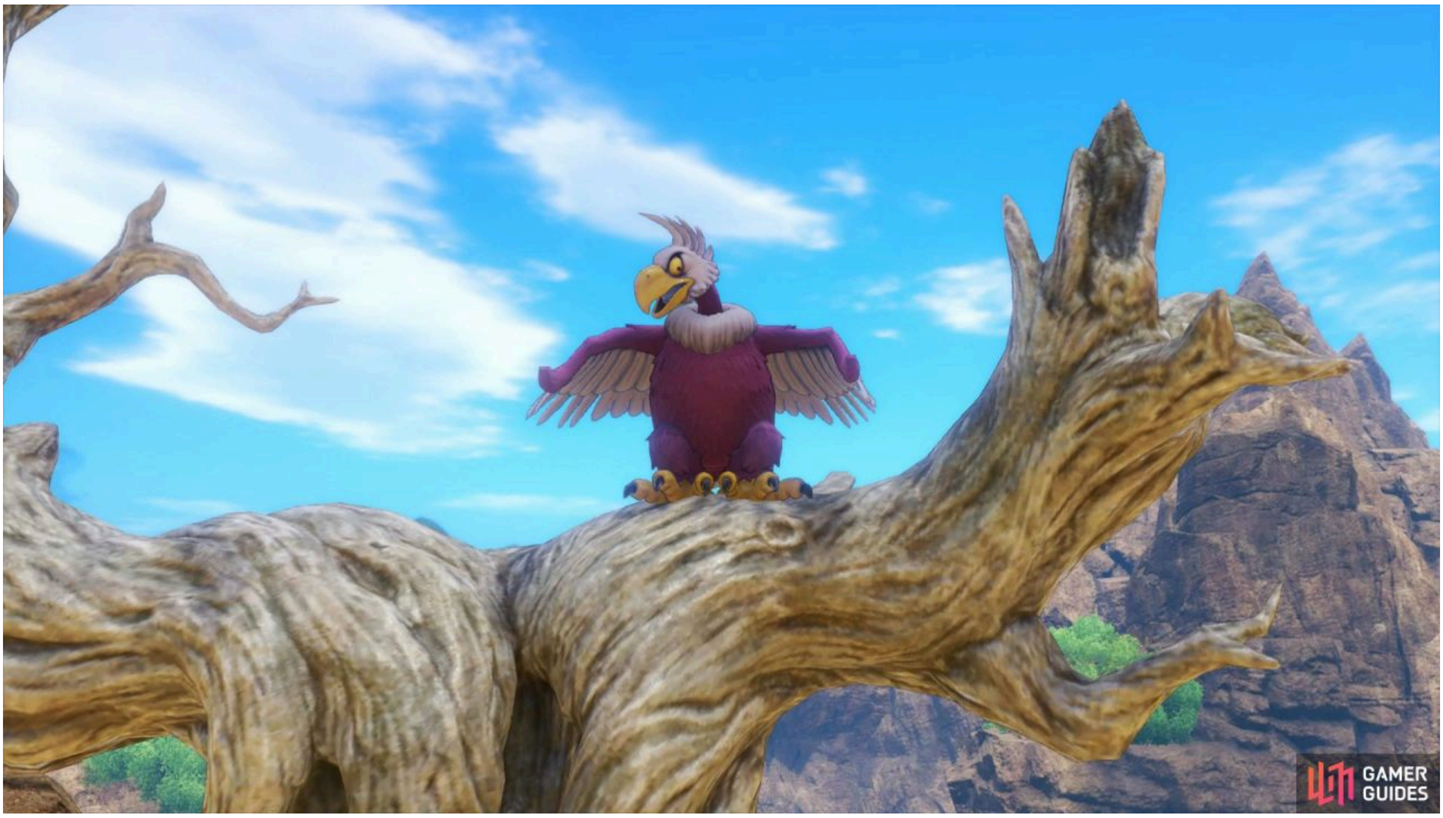
Tip

You now have the means to forge a Lightning Lance yourself if you didn't grab the one from the Casino. If you have the spare Gold Ore on you then feel free to forge one now.

Northwest of this area is an Ore gathering point containing a **Purple Eye**, **Platinum Ore** and a **Gold Ore**.

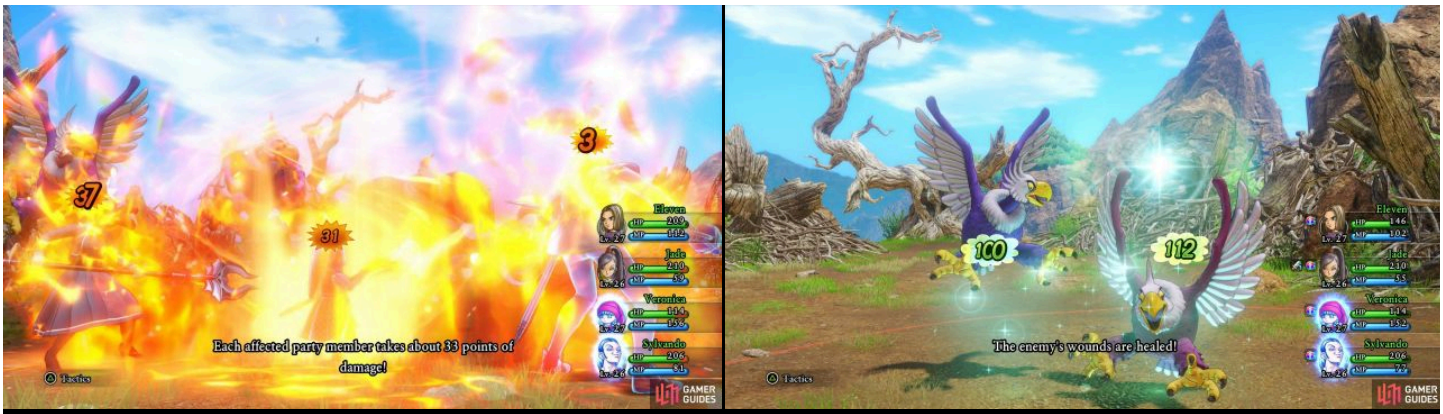
Head over to the northeast path splitting off from this open area to find the next chest, open it to obtain a **Prayer Ring**. Grab yourself another Demonrider if you need it and head east to drop down. Follow the path around and through the cave, past a Sparkly Spot containing a **Flurry Feather** and behind the waterfall for another chest, this one housing another new Recipe Book, **Build Better Birds' Feet**. Follow the path to the east now and open the chest on your right to obtain four **Magic Waters**. Take the time to recover your HP and MP before you step forward, a boss battle awaits.

Boss - Elysium Bird



The Elysium Bird could be considered more of a mini boss truth be told but it still has over 800 HP along with two Hades Condors supporting it. As a trio, the group have devastating group wide attacks so be prepared to use Hustle Dance a lot if you have it.

The Elysium Bird will attack twice a round with it's regular attacks dealing around 60 HP. The more immediate concern however is the Sizzle spell it uses often, this combined with the Hades Condors flame attack can cripple your party quickly. Make use of Serena's Hymn of Fire and Veronica's Magic Barrier to reduce the damage and then get to work on dealing damage.


Each affected party member takes about 33 points of damage!

The enemy's wounds are healed!

Sizzle is deadly if you don't manage to put up Magic Barrier and you suffer a Critical Hit (left), you'll need to keep up the damage as the Elysium Bird will cast Multiheal. (right)

The Hades Condors should be your first priority, they don't have much HP so any hard hitting attack like Frost Fangs (especially if you're using a Platinum Blade) and Crackle are useful here. If Veronica is Level 29 then she will have learnt Boom, make use of this to deal huge damage to the entire enemy party. Finally, Jade's Harvest Moon skill is devastating against these flying beasts, especially with Oomph on her. The Elysium Bird can heal itself for around 100 HP so you'll need to be consistent in dealing regular damage if you wish to take it down.

Upon defeating the Elysium Bird, head over to the final chest, your main objective awaits inside, the **Silver Orb**. With your new Orb in hand, Zoom back to L'Academie de Notre Maitre des Medailles and head up the stairs to report your success with **Quest 20** to obtain an **Uniforme de l'Academie**. Finally, report to the Principal, you should have enough Mini Medals for the next reward, a **Falcon Blade**. Your next destination lies to the south of the school, use the Zoom spell to reach the southern camp of The Champs Sauvage region and head north to the nearby town.

The Purple Orb

GAMER GUIDES

Phnom Nonh

GAMER GUIDES

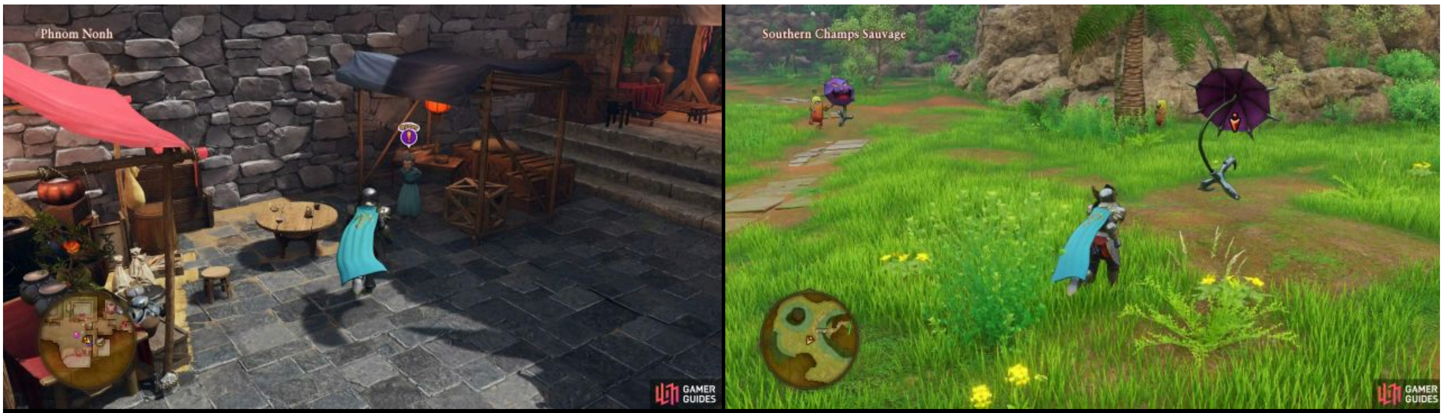
Items	Area
Narspicious	Entrance, barrel
Belle Cap	Village Square, barrel
Warmaline	Village Square, pot
111G	Village Square, wardrobe
Dragon Horn	Village Square, behind market stall, chest
50G	East of the Item shop, barrel
Panacea	South of the Weapons shop, pot
62G	To the side of the Armor shop, barrel
Dragony Designs	South of the Weapons shop, bookshelf
Evencloth	House east of the Armor shop, wardrobe
Mini Medal	Top floor of the house east of the Armor shop, pot
30G	Northeast house, barrel
Evencloth	Northeast house, barrel
Thinkincense	Behind the stall west of the Church, pot
Perfectionist Pearls x10	Top floor of the house west of the Church, chest
Magic Water	West of the Church, barrel
Knick-Knacks for Nifty Nickers	Behind the ruins, chest
Grubby Bandages	Inside the ruins, pot
Softwort	Inn, barrel
Seed of Magic	Inn, 2F, pot
Bronze Helmet	Inn, 2F, Wardrobe

Sparkly Spots	Area
Evencloth	Southeast of the Ruins

Upon entering the Village of Phnom Nonh Rab will mention that he and Jade investigated here previously and although they came up empty handed, it may be different with the Luminary in tow. Before you head over to the Ruins to check them out, take the time to explore your surroundings and pillage it of all it's treasures.

Head back down the stairs from where you are and look to the side of them to discover a pair of well hidden barrels, break them to obtain a **Narspicious**. Return to the village square and search alongside the first house to the north to find more barrels, these will contain a **Belle Cap**. Continue along to the next house to the east of this one and search the kitchen for some pots to smash, inside you'll obtain a **Warmaline**. Head upstairs of the same building to find a wardrobe you can ransack to obtain **111G**. Leave this house and look behind the nearby market stall to sniff out a chest, open it to obtain a **Dragon Horn**.

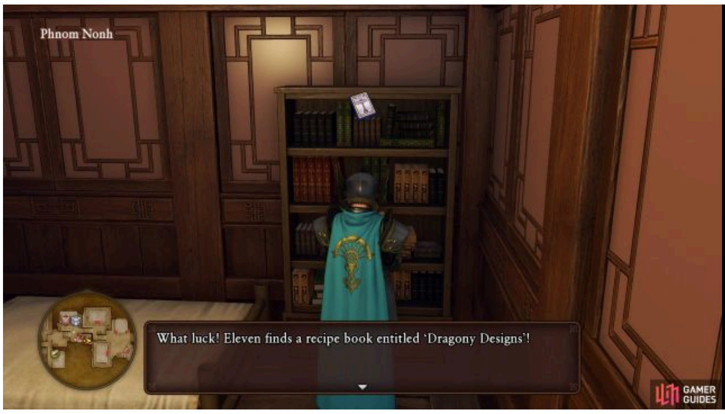
Make your way south of the Village Square now and speak to the old man to hear his request. He'll ask you to procure a piece of cloth that is available from Brollygagger's that appear when it's raining outside. Agree to assist him to accept **Quest 17 - Light It Up** and head outside to complete it before continuing.



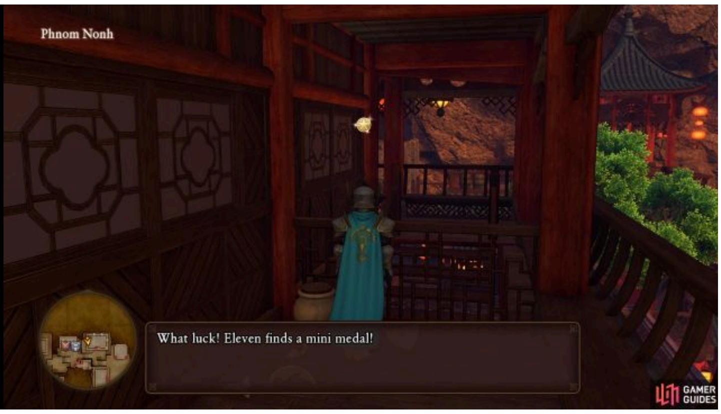
Speak to the man to the left of the Inn to accept his request (left), you'll only find the Brollygaggers when it's raining outside. (right)

If you find that it's not raining outside, head over to the nearby Weather Cow to ascertain when it will rain next and then rest at the nearby Camp until it does. Once it does, engage in battle with a Brollygagger and defeat it to obtain the item. Return it to the quest giver, in return you'll obtain 10 **Silver Ores** for your troubles. Continue your exploration by heading up the nearby stairs (the Inn is closed for now) and search east of the Item shop to find a pair of barrels, break them to obtain **50G** and then check out the Item Shop, you can purchase a couple of status resisting Necklaces should you need them.

Continue up the stairs and break the pots sat next to the next stairs up to obtain a **Panacea**. The Weapons and Armor shops should be next on your agenda, there's a new Knive for Erik that you should pick up, the Sword Breaker. There are new chest pieces for Erik, Jade and Sylvando should you need them but if you're already wearing the reworked costume pieces then forego these for now, the difference is minimal at best. While you're here however, look along the side of the Armor shop to find more barrels to break, obtaining **62G** in the process. Dash over to the southern house now and search the bookshelf for your next Recipe Book, **Dragony Designs**.



What luck! Eleven finds a recipe book entitled 'Dragony Designs'!

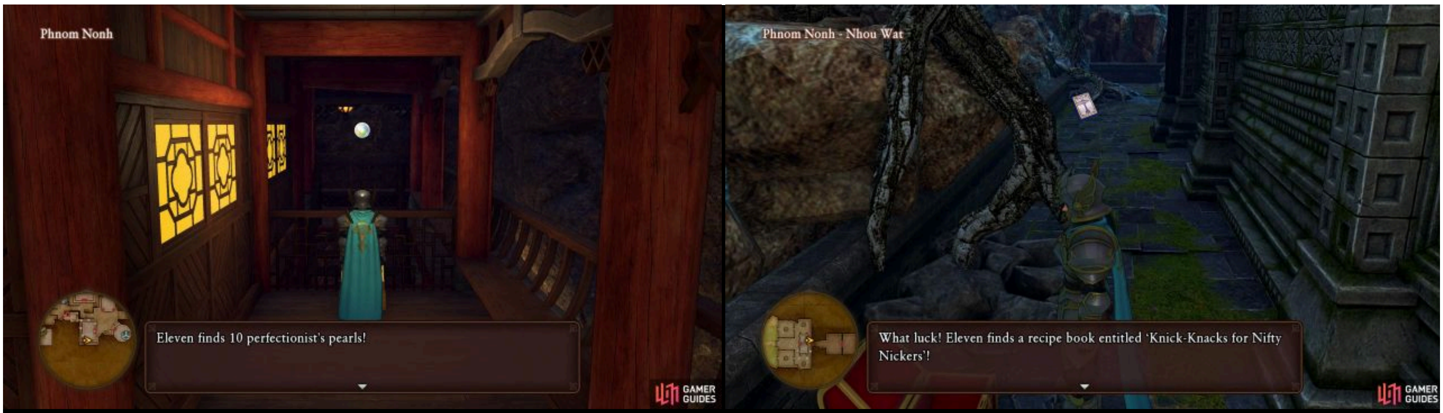


What luck! Eleven finds a mini medal!

The next Recipe Book can be found in the house to the right of the equipment shops (left), head to the top floor of the house east of the equipment shops to find a Mini Medal in the pot. (right)

Take the next stairs up to the east of the shops and enter the northern house to find some wardrobes upstairs. Rummage around inside to obtain an **Evencloth**. Exit the house and head around back to the west of it to find some stairs leading to the top floor where you can follow the balcony all the way around to a pair of pots containing the next **Mini Medal**.

Up the next stairs, search the open house to the north to find more barrels in the corner, break them open to obtain **30G** and another **Evencloth**. Leave the house and search behind the stall to your south to find a lone pot with a **Thinkincense** inside before heading toward the house to the southwest here. There's nothing of value inside the house but if you go around the back of it you'll find some stairs leading up. Follow the balcony all the way around to the other side once again to find a hidden chest, open it to obtain 10 **Pefectionist Pearls**. Head back down the stairs and take some more hidden stairs to the west down and then up again to a pair of barrels containing a **Magic Water**. Return to the Church and Save your game should you need to and then continue east.



Eleven finds 10 perfectionist's pearls!

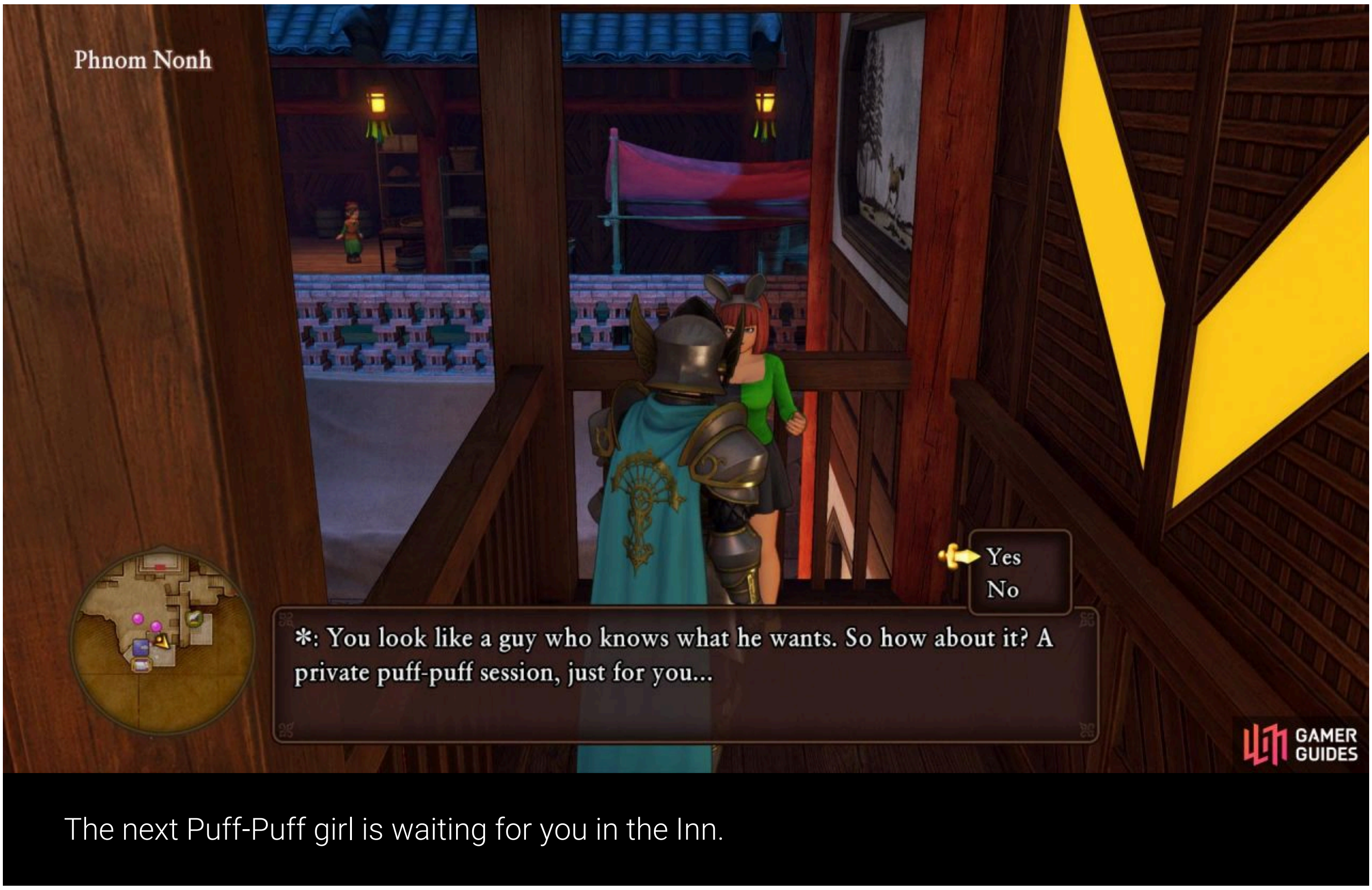
What luck! Eleven finds a recipe book entitled 'Knick-Knacks for Nifty Nickers'!

The house to the west of the Church has a chest on the top floor (left), you'll find the second Recipe Book of Phnom Nonh behind the ruins. (right)

Sylvando will be at the top of the stairs trying to comfort a crying girl, Dora, who has lost her parents. After agreeing to help her look for them follow the stairs down to the east and towards the ruins. Ignore the entrance for now and swing around the back to find a chest containing another Recipe Book, **Knick-Knacks for Nifty Nickers**. You can also find the sole Sparkly Spot of this area to the south of this chest containing yet another **Evencloth**. When you're ready, enter the ruins and before you head through the door, break the pot in the corner for some **Grubby Bandages**.

The rest of the party are here and Serena and Veronica ponder if the key on the mural is in fact the Magic Key. People from the Village interrupt you as Sylvando approaches with news about Dora. Make your way back up the stairs and over toward the Inn back in the Village. A Merchant by the name of Mony approaches the group attempting to sell some souvenirs before catching wind that you're looking for Dora's parents. He agrees to let you sleep at the Inn for the first night for free, run by his wife, along with the knowledge that his wife may know where you can find Dora's parents.

Head inside the Inn now and break the barrels in the corner of the Tavern to obtain a **Softwort**. Make your way upstairs and look for the pot hidden next to the counters, smash it to obtain a **Seed of Magic** and search the wardrobe in the other room for a **Bronze Helmet**. Speak to the woman hidden in the corner with the Bunny Ears to progress the Puff-Puff event, as a reward you'll increase your Charm by 5. Head over to the woman tending the counter and speak to her, it appears her husband pulled a fast one on the party in order to get them through the door, as way of an apology she'll let you sleep the night free.



*: You look like a guy who knows what he wants. So how about it? A private puff-puff session, just for you...

The next Puff-Puff girl is waiting for you in the Inn.

The next morning make your way back toward the ruins to run into Dora again who will wander off. Follow her to where the Mural is and the rest of the party will meet up, noting that the girl is nowhere to be seen. They do however notice that there are now more people featured in the Mural. As Veronica gets a bad feeling, the door locks behind you and the key on the Mural shines.

The Other Side

Items	Area
Papillon Pendant	Eastern path, chest (Giga Cannibox)
Platinum Platter	Cursed Cloisters, Upper Level, chest
Enchanted Stone	Cursed Cloisters, Middle Level, chest
Mini Medal	Cursed Cloisters, Lower Level, chest

Sparkly Spots	Area
Evencloth	Central
Evencloth	Cursed Cloisters, Upper Level

Monsters	HP
Demonrider (Mount)	~113
Corpse Corporal	~262
Brollygagger	~108
Brollympian (Rare)	~982
Drohl Diabolist	~88
Hypothermion	~162
Jockilles	~328
Magic Marionette	~128
War Gryphon	~188
Colossal Cannibox	~560

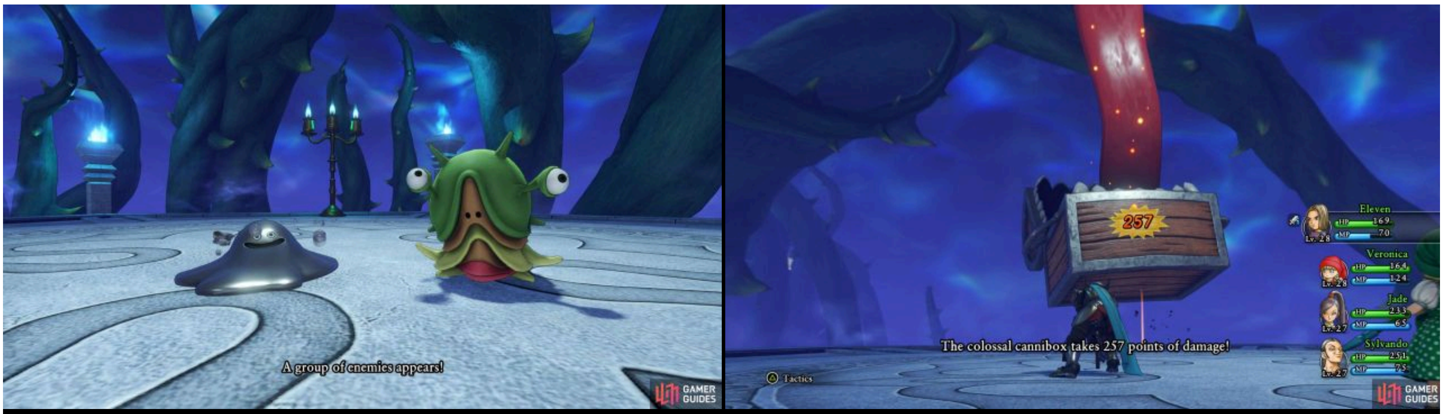
Monsters	HP
Liquid Metal Slime	~8

The party awakens in what looks like a world beyond the Mural and Sylvando suggests that it's possible Dora was drawn into the Mural too. The monsters of the Other Side possess a lot more HP than what you're used to so far however you do have the chance of encountering the ever elusive Liquid Metal Slime in battles here. You should be sitting around Level 29 by now so if you find yourself short of that, take the time to increase your level while here.

Tip

By now you should have some more useful ways of taking out Metal Slimes. Jade's Thunder Thrust has the chance to take it out instantly if it hits and any characters dual wielding can hit twice per turn.

Follow the linear path until you reach the door at the end where you'll find the missing villagers. The woman in the painting comes alive and reveals that she is absorbing the people that come to worship her beauty, Sylvando wishes to find Dora and get out of here as quickly as possible.


A group of enemies appears!

The colossal cannibox takes 257 points of damage!

The Liquid Metal Slime offers over 10,000 Exp if you manage to kill it (left), make use of Sap so that you can take the mimic down as quickly as possible. (right)

Continue on and follow the path until you see a side path off to the east, head down there to discover a rather large chest (this doesn't look too menancing). Heal up and then open the chest to be thrust into battle against a Colossal Cannibox. This Cannibox has a whopping 560 HP and has the ability to inflict instant death on you, you'll need to be quick and precise to take it out so don't hold back on using your MP. Try to keep your HP above 150 at all times as the mimic may deal a desperate attack dealing over 140HP. Once it falls, you'll be able to open the chest it leaves behind to obtain a **Papillon Pendant** that will increase your Max HP, MP and Defense (Sylvando is a good candidate for this to make more use out of Hustle Dance).

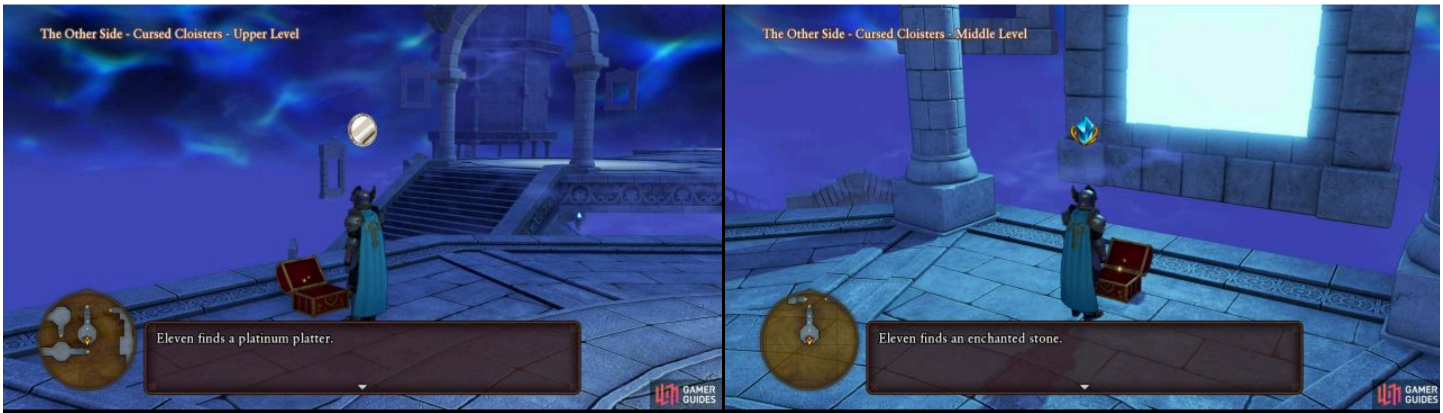
Return to the main path and follow it north, snagging the Sparkly Spot from behind the fallen candelabra on the way to obtain an **Evencloth**. You'll need to climb the massive steps as you continue your way north to catch up with the villagers from before. A giant plant will descend and absorb the villagers before turning it's attention to you however Erik notices a way out.

With the way back sealed behind you, follow the path all the way to the end to find a cracked stone slab. Upon reading it, it appears that the Mural existed hundreds of years ago and has a terrible curse placed on it. It appears a young girl appears to draw in people to the Mural, a girl such as Dora. Continue forward and examine the crack in the air which prompts Serena to remember the one on the Mural outside, as the vines begin to give chase once more, the party takes a leap of faith.

You'll find yourself back in the Ruins and Serena decides that the whole Village needs to learn the dreadful truth about it. Save your game and make your way back down to Village entrance where you'll come face-to-face with Dora once more. Before you head back to the ruins, make use of the Inn to recover. At the ruins, head to the Mural once more to find yourself back in The Other Side.

Return to where you saw the people swallowed previously and Dora will invite you in further into her domain, take her up on her offer and head north. You'll encounter more enemies in this section of The Other Side as the path begins to twist and turn.

Follow the path until you reach the first intersection and take the south path, a chest awaits behind the Jockilles containing a **Platinum Platter**. Head back down the stairs and follow the path west and around the corner to the next intersection. Take the stairs to the south up to find another chest, this one containing an **Enchanted Stone**.


The Other Side - Cursed Cloisters - Upper Level
GAMER GUIDES
The Other Side - Cursed Cloisters - Middle Level
GAMER GUIDES

Eleven finds a platinum platter.

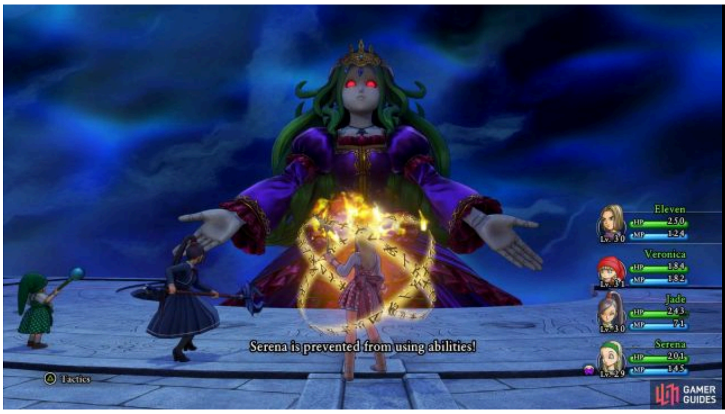
Eleven finds an enchanted stone.

The first intersection rewards you with a new shield (left), while the second contains a useful material for the forge. (right)

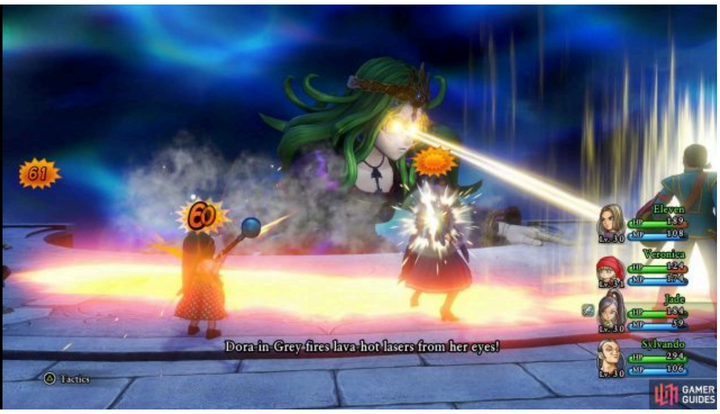
Return down the stairs and follow the path east along the many linear paths until the next intersection appears, taking the north path. As you approach the chest, a group of Magic Marionette's will appear, fight them if you wish and after open the final chest containing your next **Mini Medal**. Return to the intersection and take the southern path, following the linear path all the way to a Sparkly Spot containing an **Evencloth**. A Goddess Statue awaits just ahead and when using it, will recover all your HP and MP. This is a good opportunity to Level your party to 30 for the upcoming boss battle, Rab having Multiheal will be very useful for emergencies. Once you're ready, place Serena in your party if you have Snap, Crackle, Poof and proceed up the stairs to meet Dora once more.

Boss: Dora-in-Grey

Dora-in-Grey's difficulty all comes down to what attacks she decides to do on you, with 1,200 HP, she has a lot to take down. Dora's most deadly skill is her laser which she uses to attack the entire party, used alongside one of her other attacks can instantly kill someone. She also has the ability to attack with her tentacle which will absorb some of the damage dealt back to recover herself, it's for this reason you need to keep up your assault on her. Finally, and most importantly, she can Charm a character and put them out of action, it's for this reason that Serena with Snap, Crackle, Poof is essential, use the ability on herself and the Hero at least if she doesn't get Sealed (replace her if she does).



Serena is prevented from using abilities!



Dora-in-Grey fires lava-hot lasers from her eyes!

If Dora manages to Seal Serena's abilities then replace her right away (left), the Laser is the most deadly attack, Hustle Dance following it. (right)

If you're around Level 30 by now then Jade should be your primary source of damage with Multithrust, have Veronica use Oomphle to make it even more deadly. Like always, Sap the boss and let the Hero use Cutting Edge (or the better variant, Unbridled Blade) to also lay on the pain. Sylvando can restore with Hustle Dance like always should your HP drop too low and if Rab is Level 30 by now then he can also Multiheal should you need it. Keep up the assault and slowly but surely, Dora-in-Grey should fall.

Note

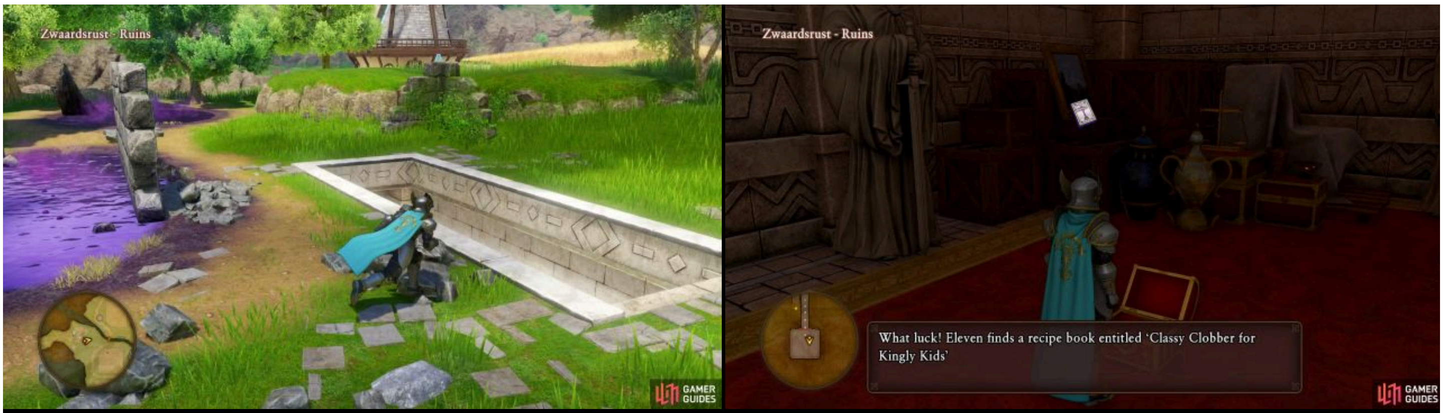
If you're playing with the Draconian modifier for Super Hard Enemies then you'll notice this is the first battle where bosses will have three turns. It becomes even more paramount that you keep Snap, Crackle, Poof up at all times in this regard.

With Dora defeated, you'll find out more about the dreaded Mordegon before relinquishing the **Magic Key** in the process. Leave the Other Side via the crack in front of you and you'll discover that all the captured people are returned as Mony offers to let you stay at the Inn for free. The next morning Rab mentions seeing somewhere in Zwaardsrust where you can use the Magic Key, that's as good a place as any to start your search.

Dark Art

Awarded for saving the village of Phnom Nonh.

G 10

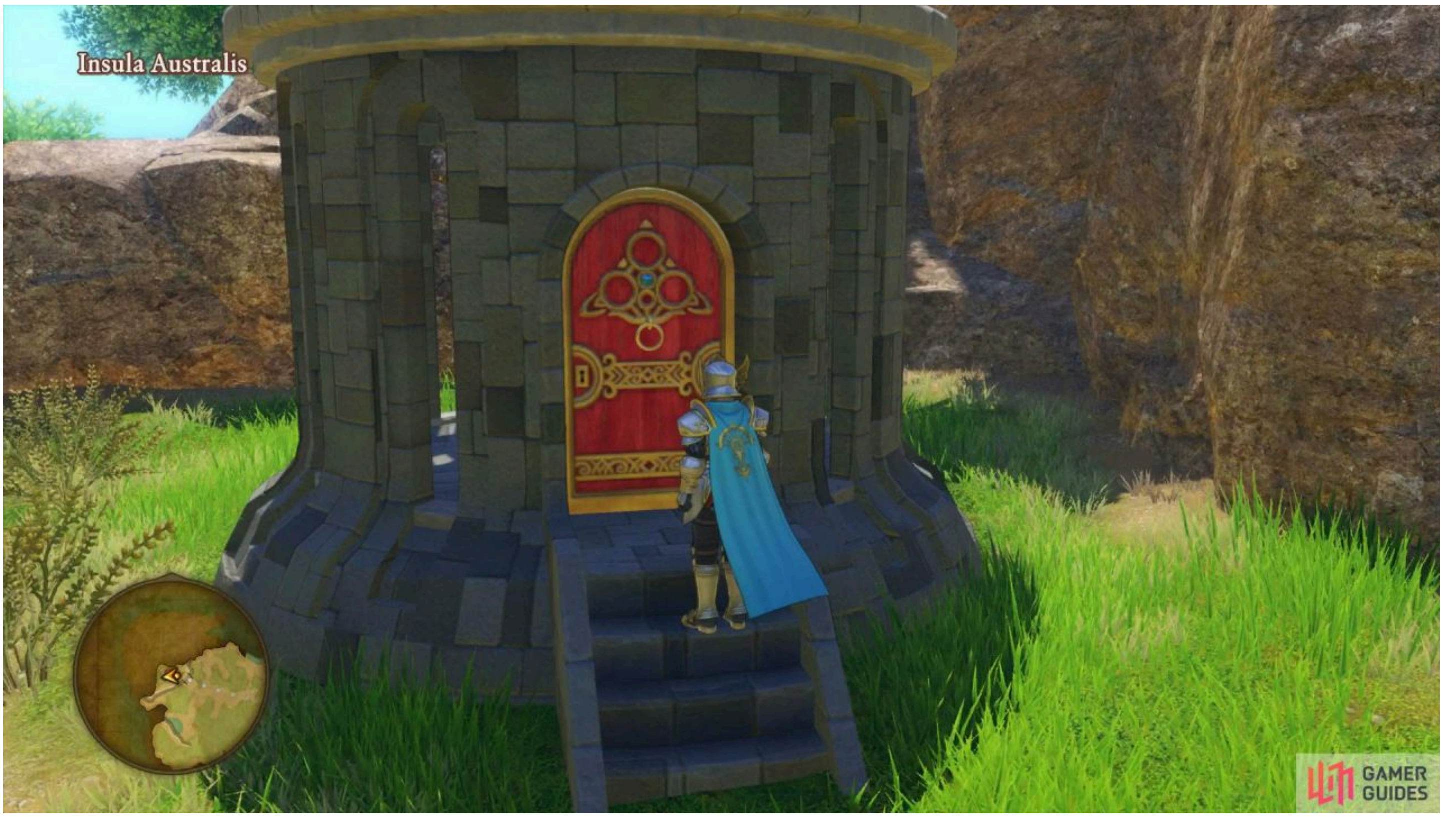


What luck! Eleven finds a recipe book entitled 'Classy Clobber for Kingly Kids'

You can find the Magic Key door by heading down the eastern stairs in the Zwaardsrust ruins (left), alongside the Purple Orb is another Recipe Book. (right)

There's many places you can now go to unlock the Magic Key doors but first head to The Warrior's Inn at Zwaardsrust. Head west from the Inn over to the ruins and head down the eastern stairs. You can now open the door where inside you'll find three chests waiting for you. Inside them you'll obtain a new Recipe Book **Classy Clobber for Kingly Kids**, an **Enchanted Stone** and finally, the **Purple Orb**. Before leaving be sure to grab the golden Sparkly Spot to obtain the **Choker**. With the Purple Orb in hand, you now only require one Orb, the Blue Orb, but first there's a number of places you can now optionally visit.

The Magic Key

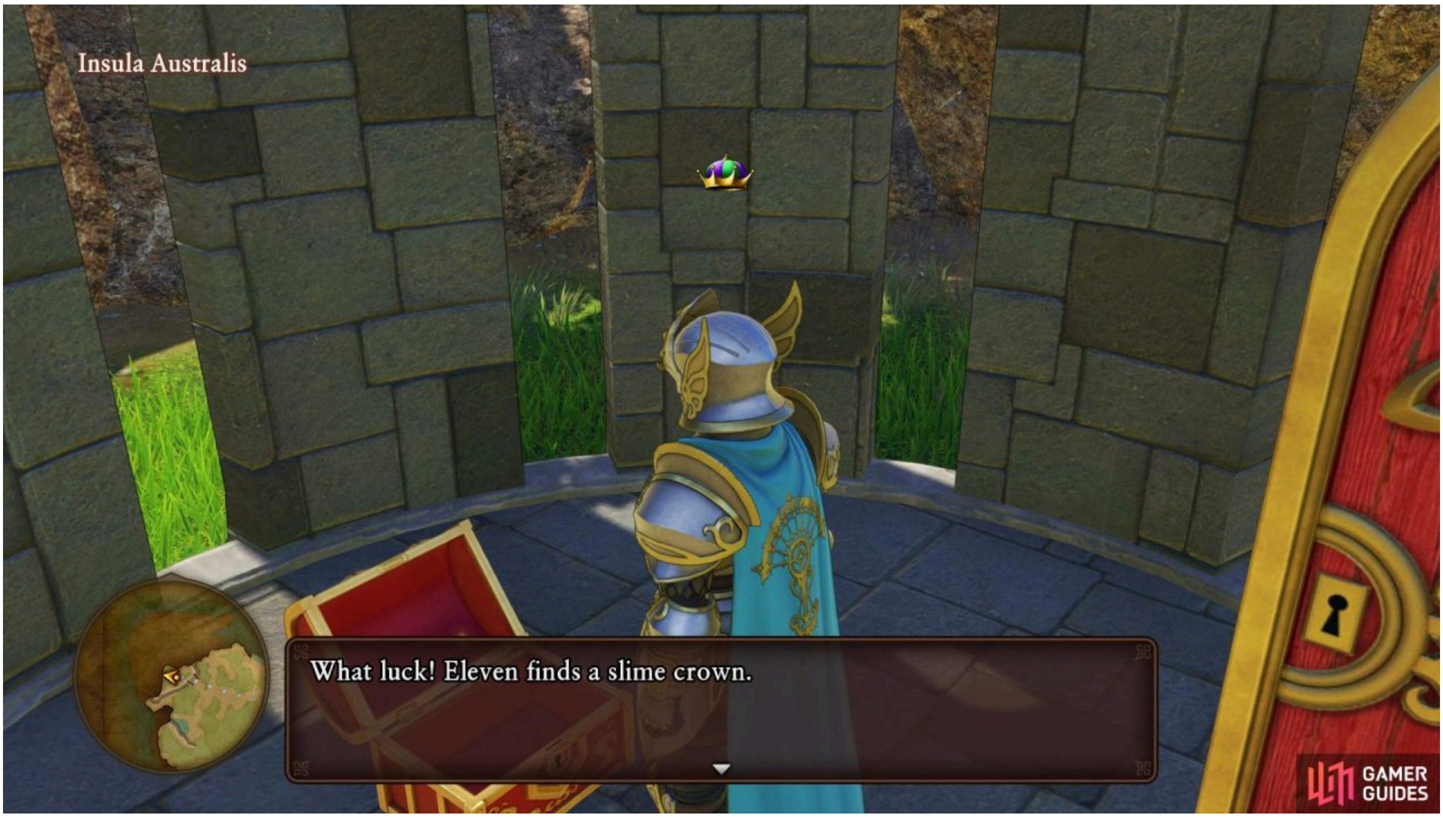


Unlocking the Magic Key Doors

With the Magic Key in your possession, you can now head all over Erdrea unlocking the red doors that have been taunting you throughout your journey. It’s also a good time to visit the remaining islands and knock out another two regions for Crossbow Targets. Below you’ll find the suggested order in opening the doors and snagging the Crossbow Targets.

Insula Australis

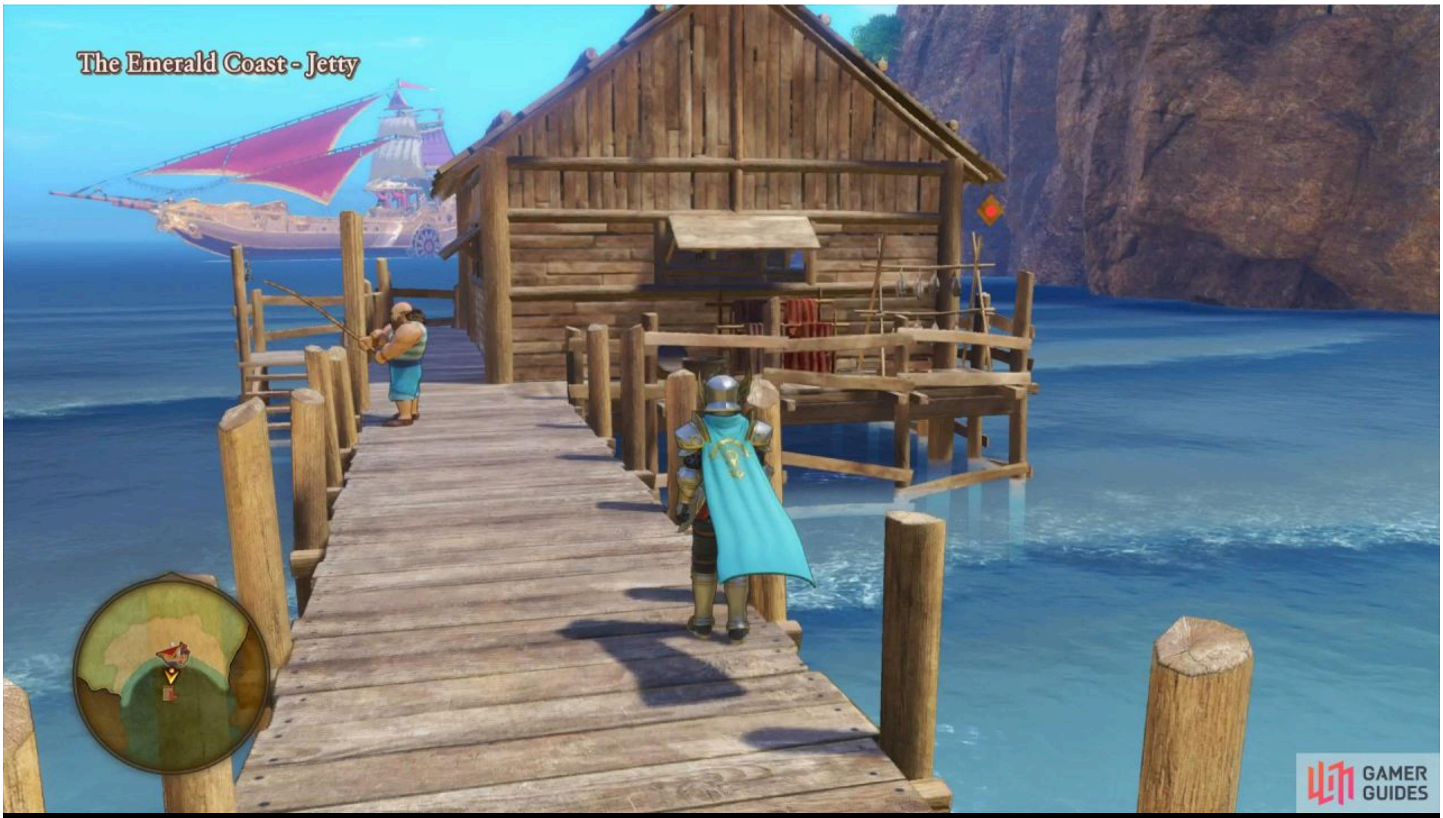
You don’t have the ability to Zoom back to Cobblestone yet so Zoom to Gondolia - Sea and sail northeast to the island of Insula Australis. Head to the northwest of the island to find your first Magic Key Door, unlock it and open the chest to obtain a **Slime Crown**.



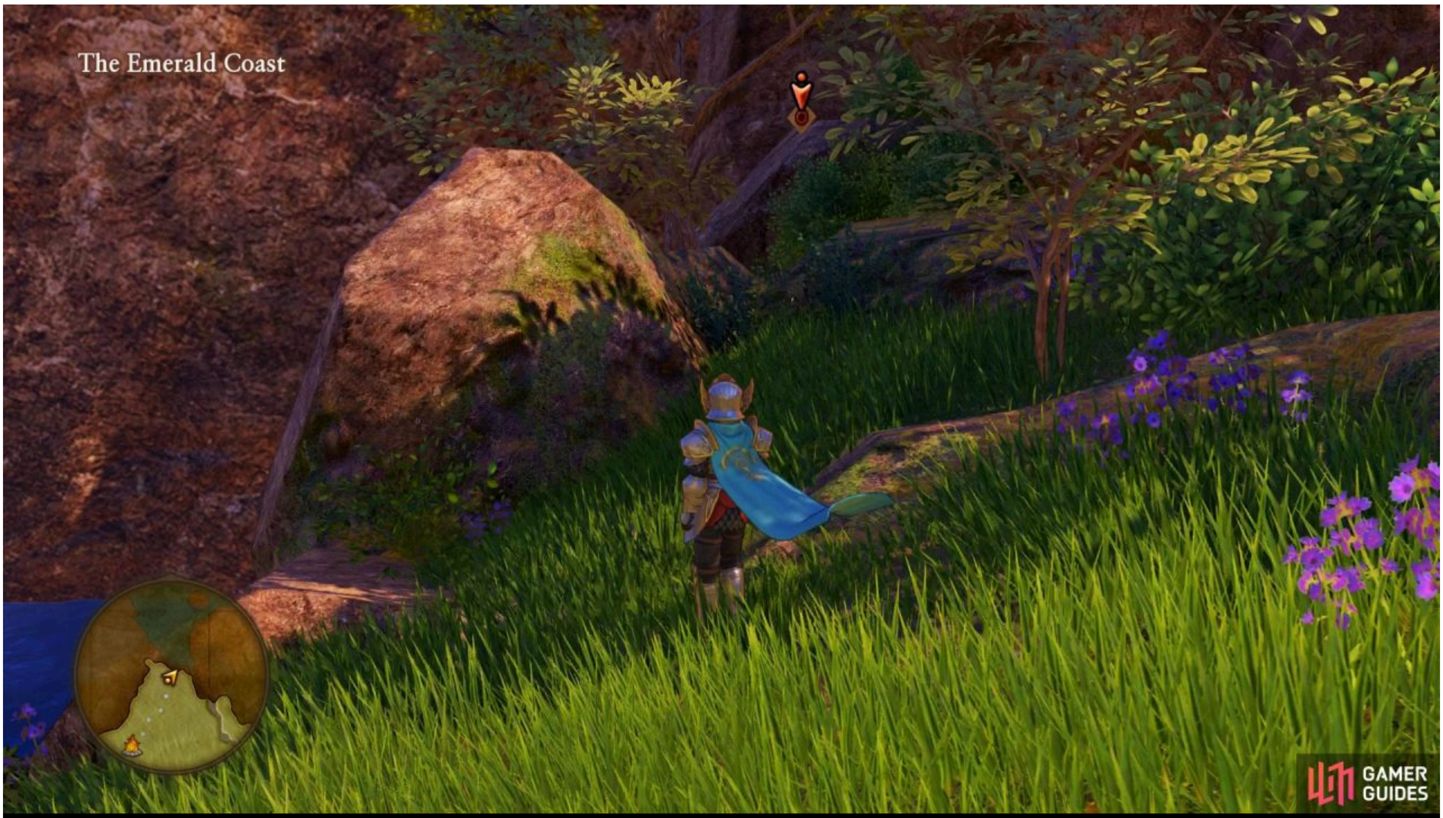
What luck! Eleven finds a slime crown.

The Emerald Coast Crossbow Targets

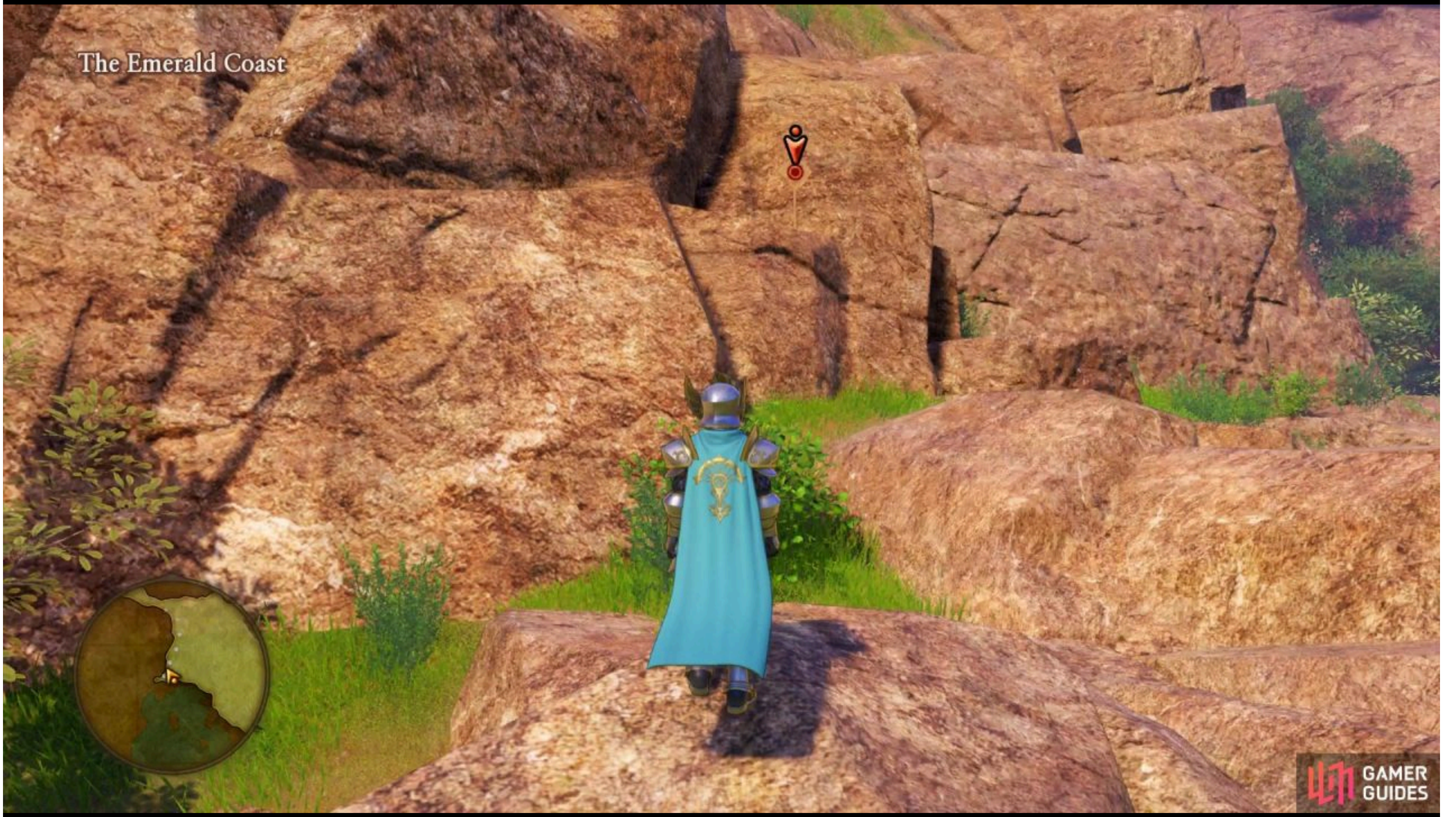
From Insula Australis, make your way northeast a little and dock at the Emerald Coast. Begin by turning around from you current position to face the shack and spot the first Crossbow Target dangling from the roof. Rest at the Camp to add it to your Zoom list as you make your way north of it and into the corner. Turn to face the east here to spot the second Target. Continue east and under the tree towards the Door of Departure next, as the field opens up head along the western wall and then turn around to spot Crossbow Target #3 on the wall. Dash directly east of this location to find a small path leading down to an Ore gathering point containing two **Silver Ores** and a **Gold Ore**. Head back up the path and then south along the western edge to find a chest containing an **Enchanted Stone**. Finally, head on over to the Door of Departure and search behind it to find a Sparkly Spot containing a **Green Eye**.



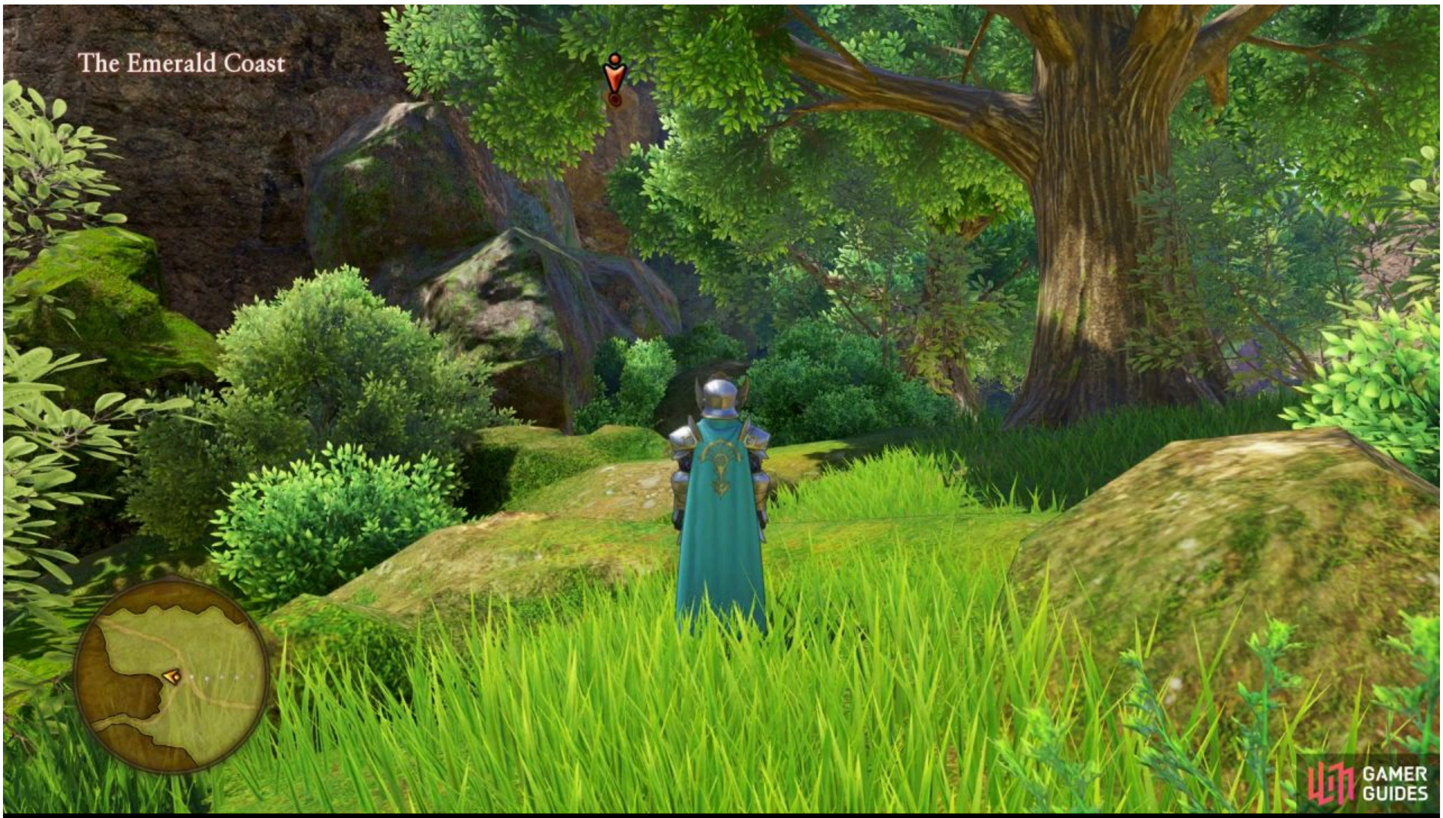
① #1


The Emerald Coast
GAMER GUIDES

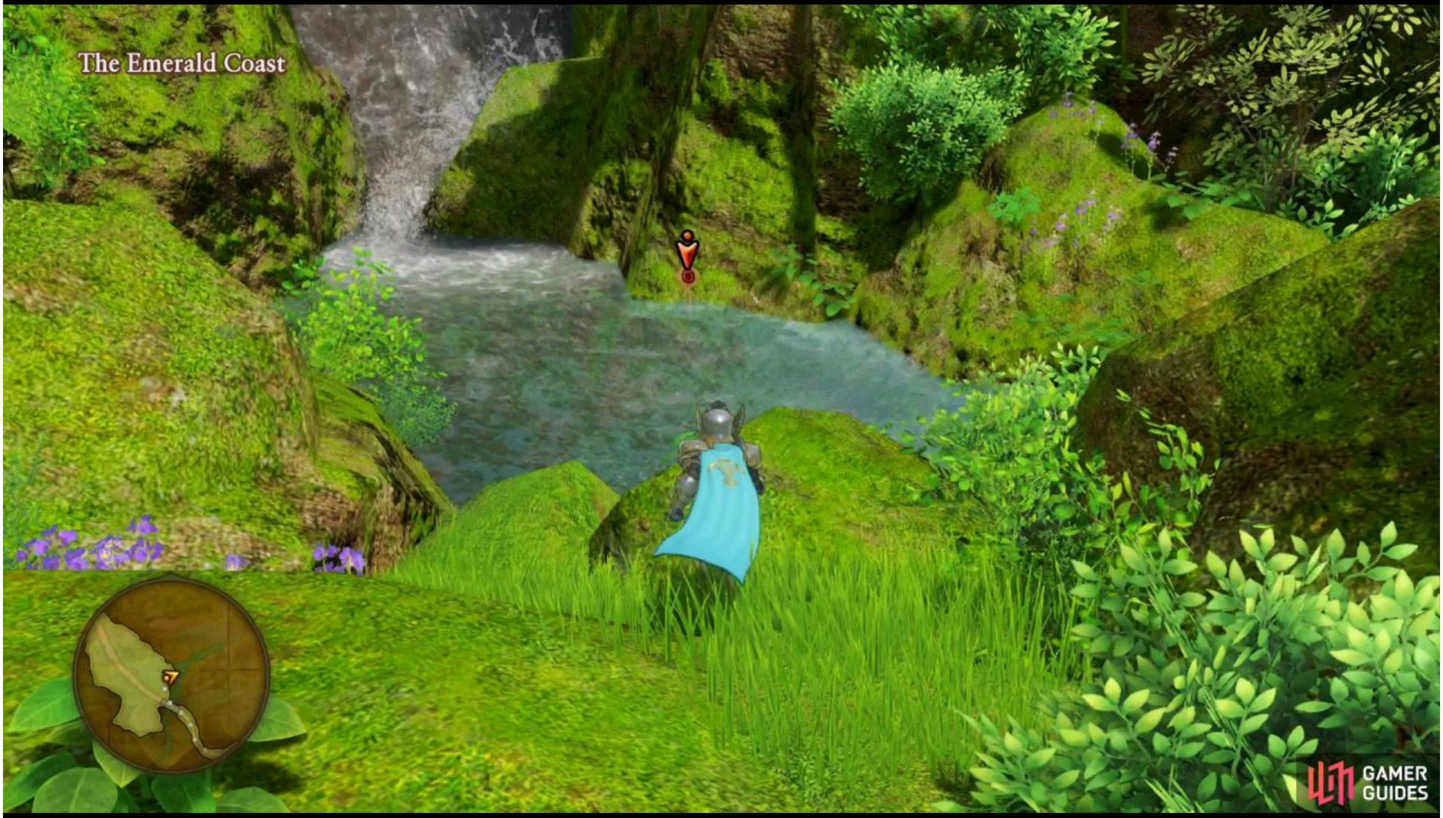
② #2


The Emerald Coast
GAMER GUIDES

③ #3


The Emerald Coast
GAMER GUIDES

④ #4


The Emerald Coast
GAMER GUIDES

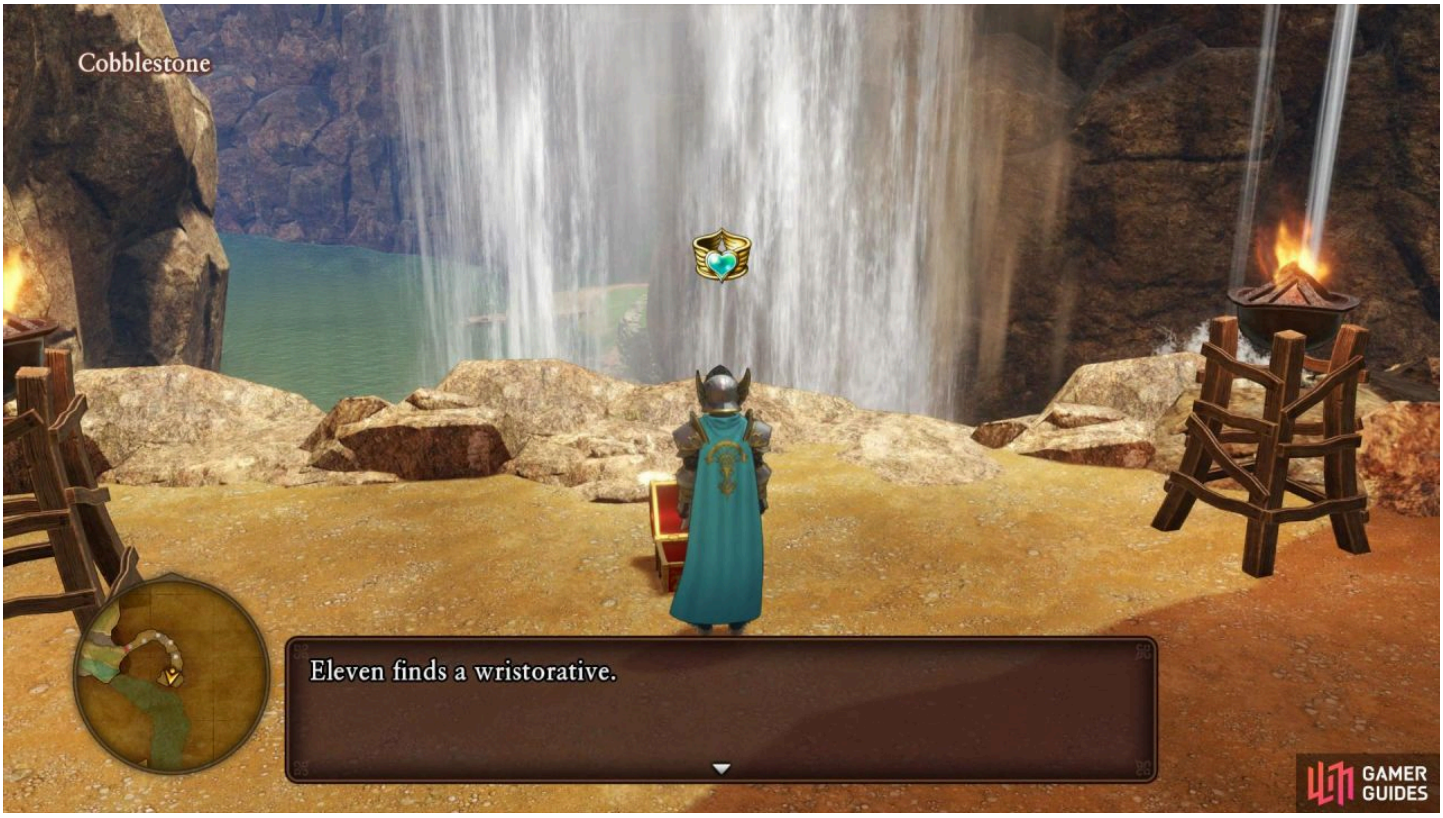
⑤ #5

Zoom back over to the Campsite here and then head directly west until you reach the last large tree, look up to find the fourth Crossbow Target. Travel northwest from here and after you cross the bridge, search in the northeast corner to find the last Crossbow Target. When you deliver your results to the Bodkin

Bowyer at the Campsite you'll obtain four **Seeds of Magic**.

Cobblestone

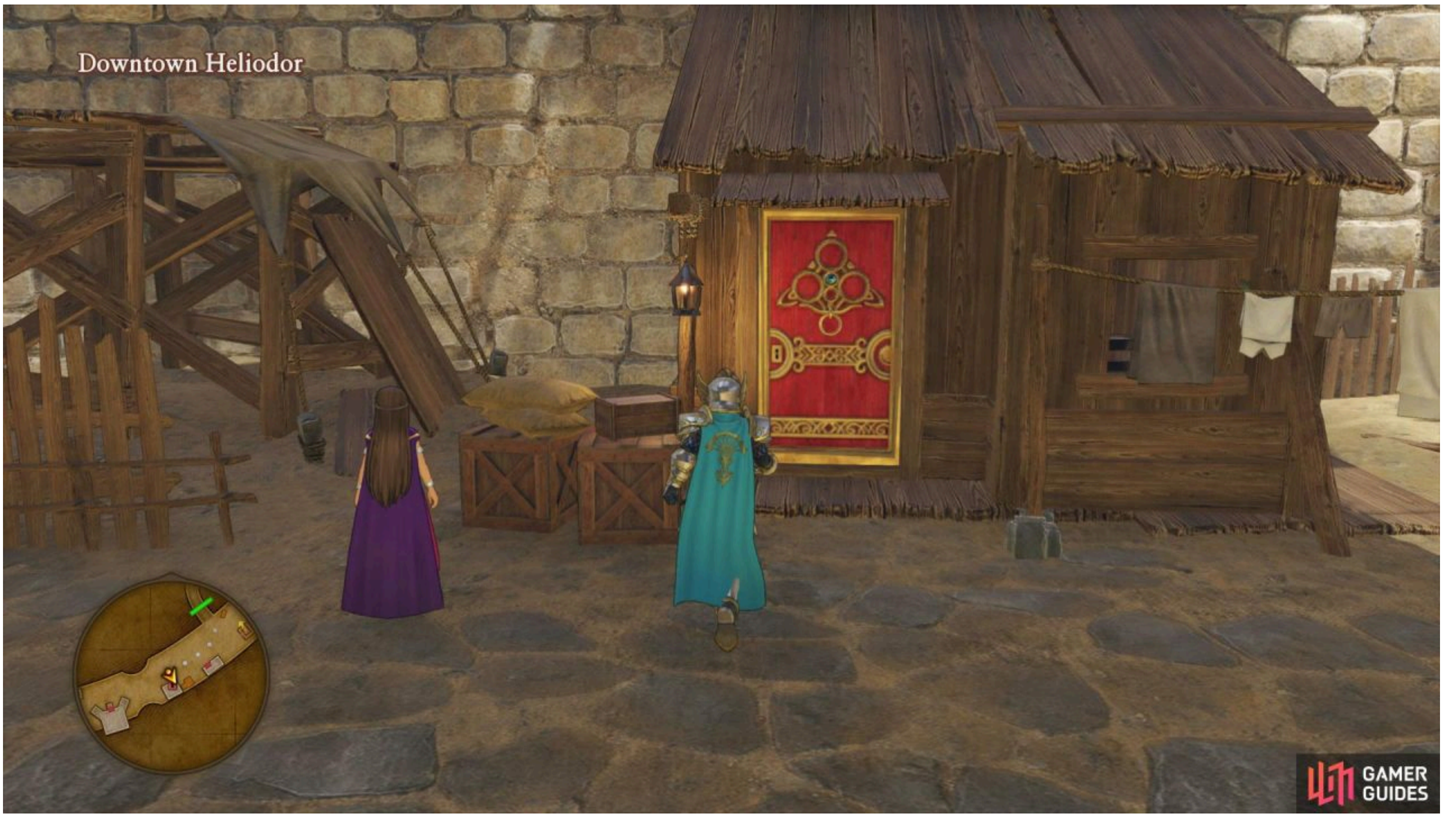
Grab a Horse from the Emerald Coast Campsite and then ride it back to the Village by way of Cobblestone Falls. Head southeast from the Hero's home and follow the edge down to the Magic Key Door, at the end of the path you'll find a chest containing a **Wristorative**. This useful accessory will restore +25 HP a turn when you rework it to +3.



Eleven finds a wristorative.

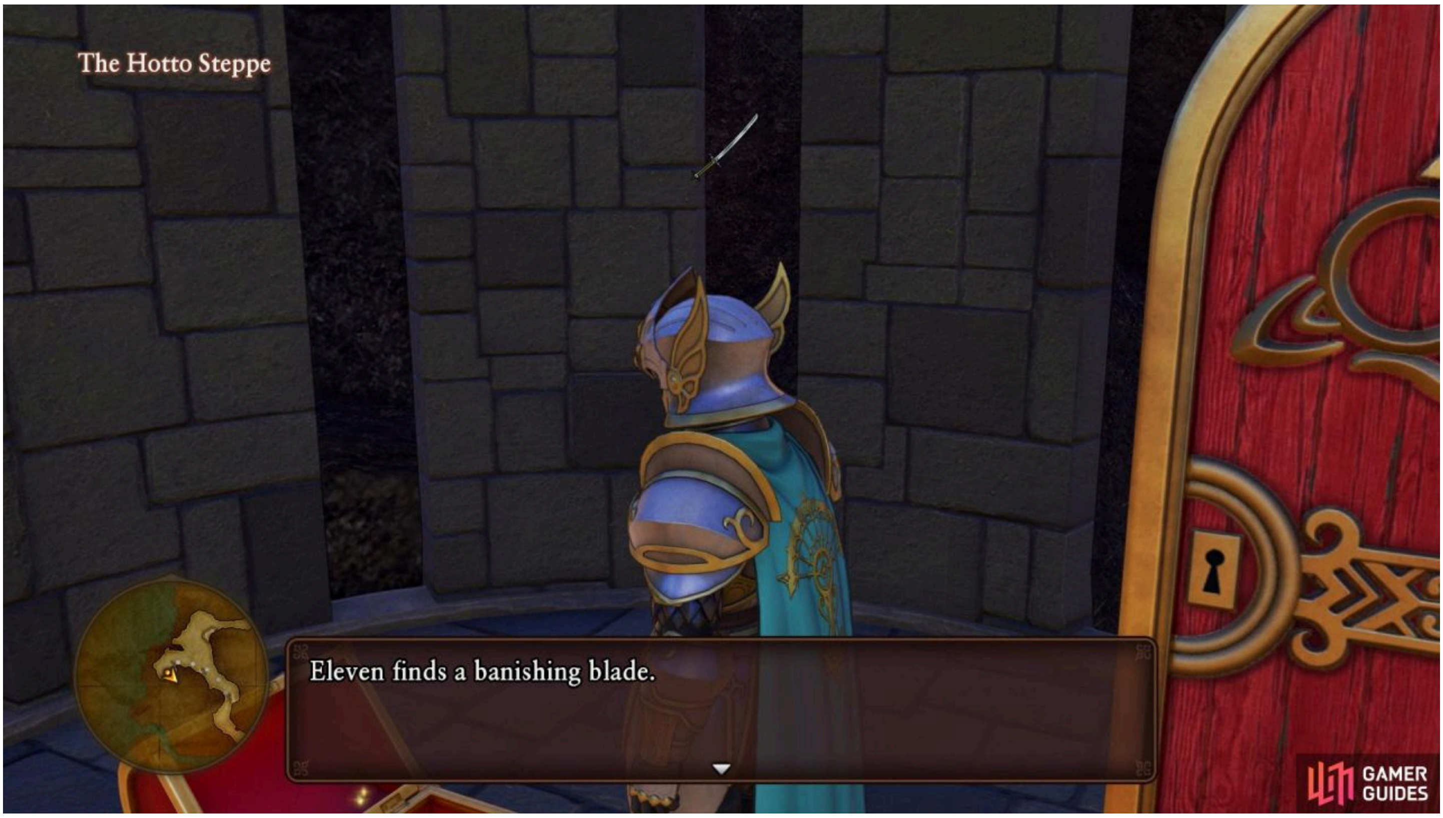
Downtown Heliodor

While still in Cobblestone, exit to the Heliodor region to the north and make your way back into Heliodor. Use the stairs in the eastern corner of town to reach Downtown and then head down the street a little until you come to the Magic Key Door. Open it up and inside will be a chest containing **5000G**.



Hotto Steppe

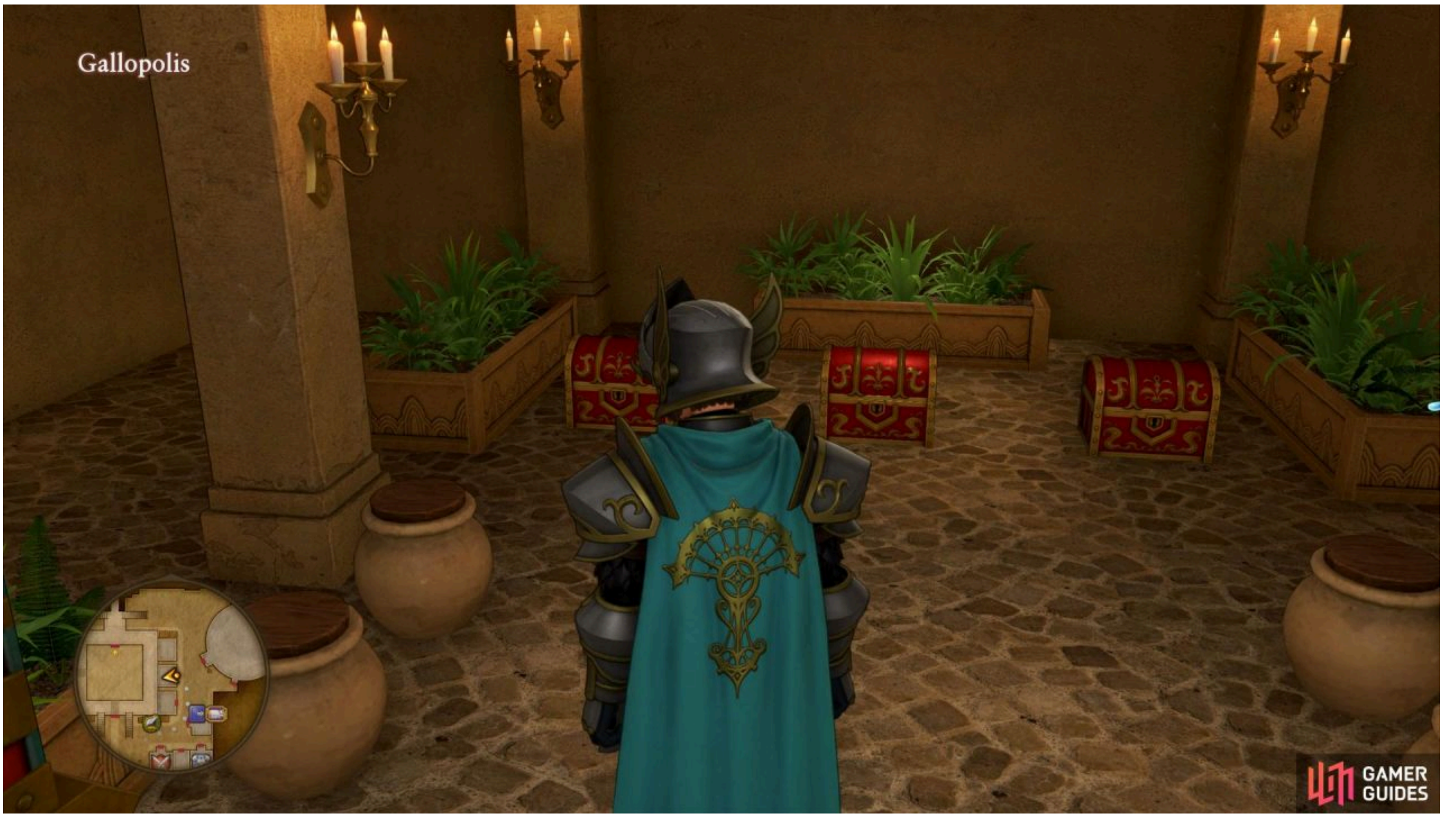
Make your way to Hotto Steppe by way of Hotto next, head past the Campsite (using it to add it to your Zoom destinations if you don’t already have it) and towards the Cryptic Crypt. Head west of the Ore gathering point here to find the Magic Key Door, unlock it and open the chest to obtain a **Banishing Blade**.



Eleven finds a banishing blade.

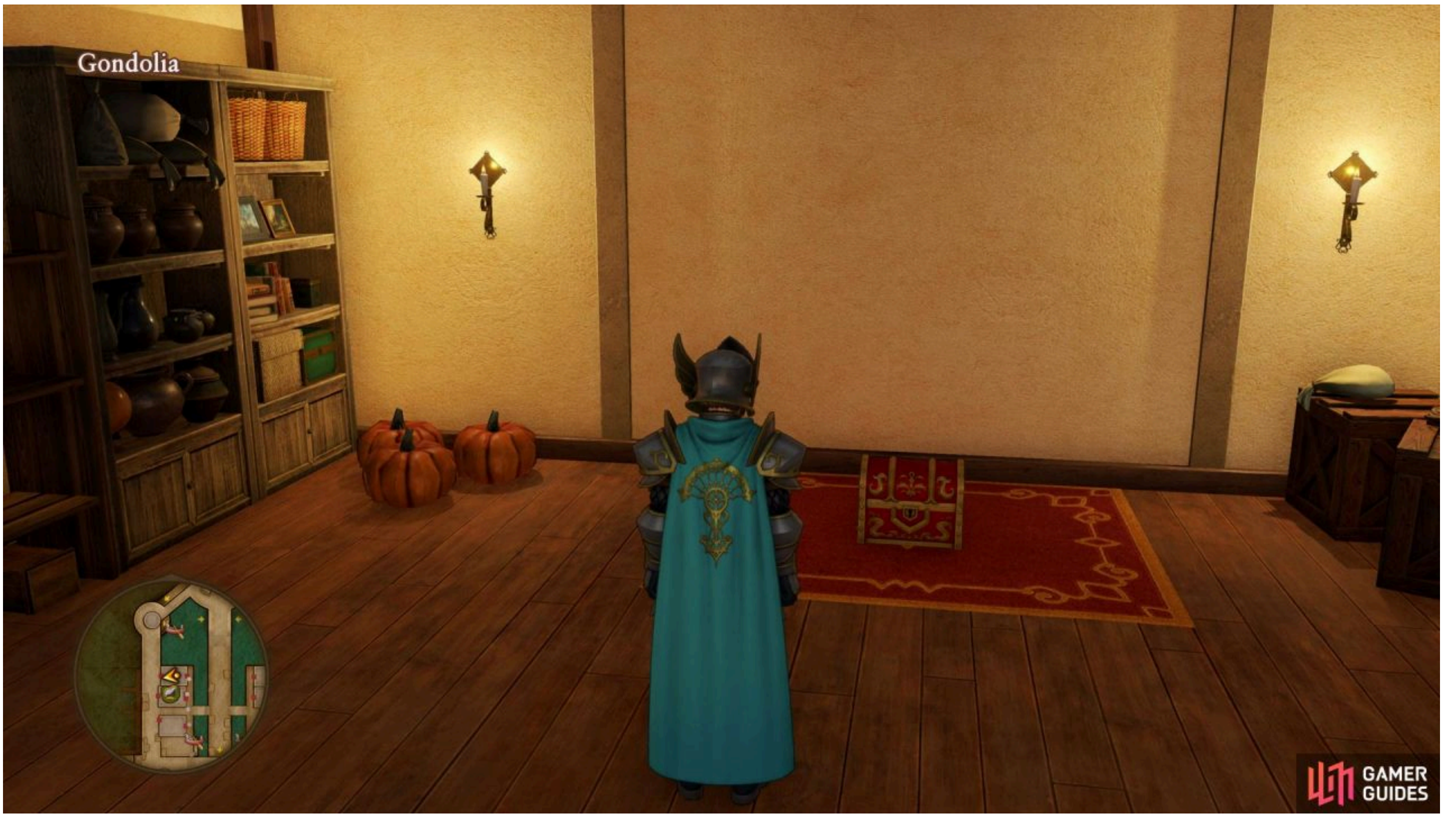
Gallopolis

No lengthy traveling for this next door, Zoom over to Gallopolis and head to the Magic Key Door next to the Tavern on the east side. Inside you'll find three chests containing **2000G**, **Making the Magic Happen** Recipe Book and a **Seed of Skill**. You'll also find lots of pots you can smash containing a **Pretty Betsy** and a **Mini Medal**.



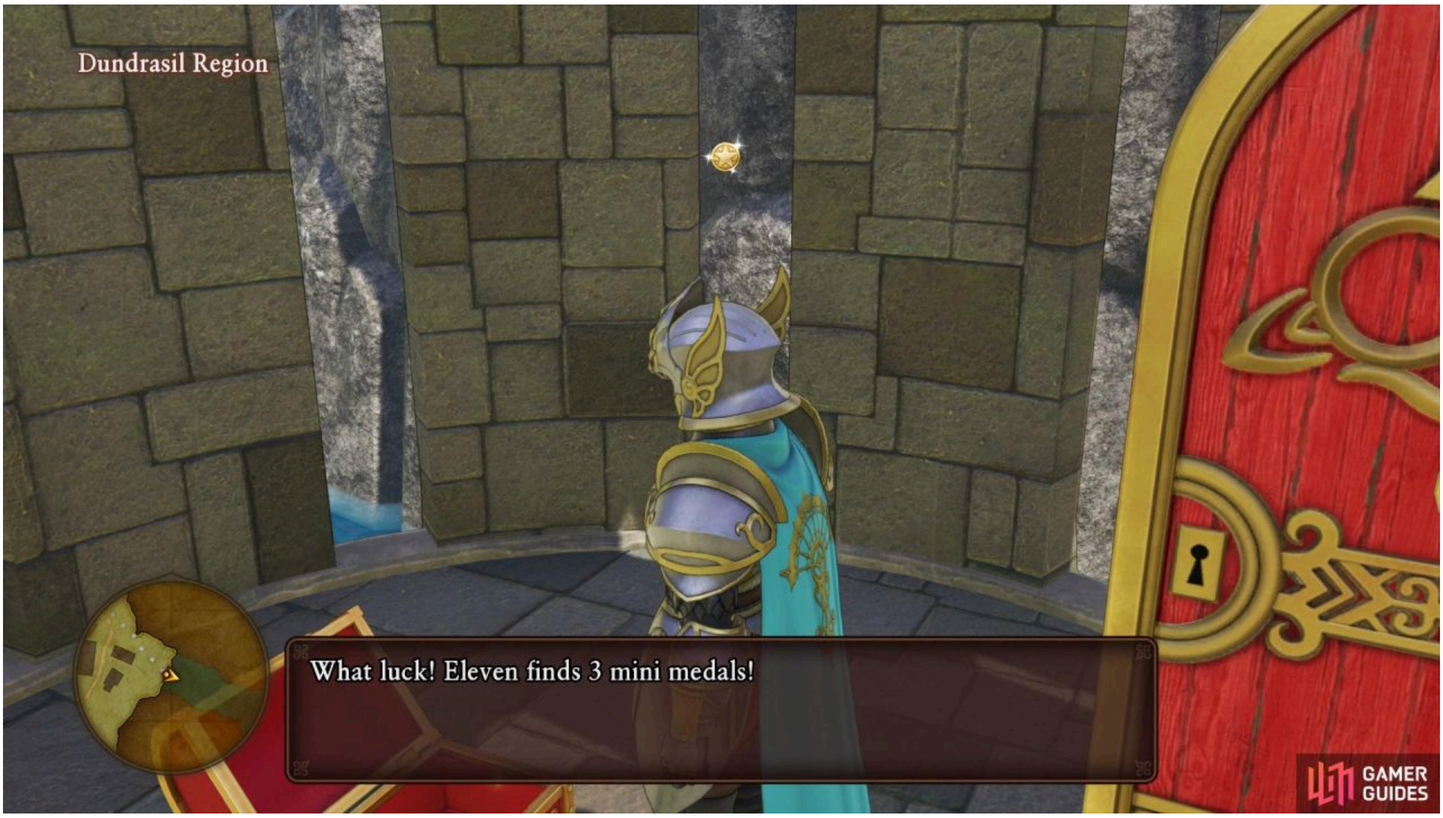
Gondolia

Gondolia is up next, head over to where the Item shop is and you'll find the Magic Key Door next to it. Inside you'll find a chest containing a **Divine Designs** Recipe Book, a **Seed of Magic** and **Dieamend** in the barrels and another **Mini Medal** in the pot.



Dundrasil

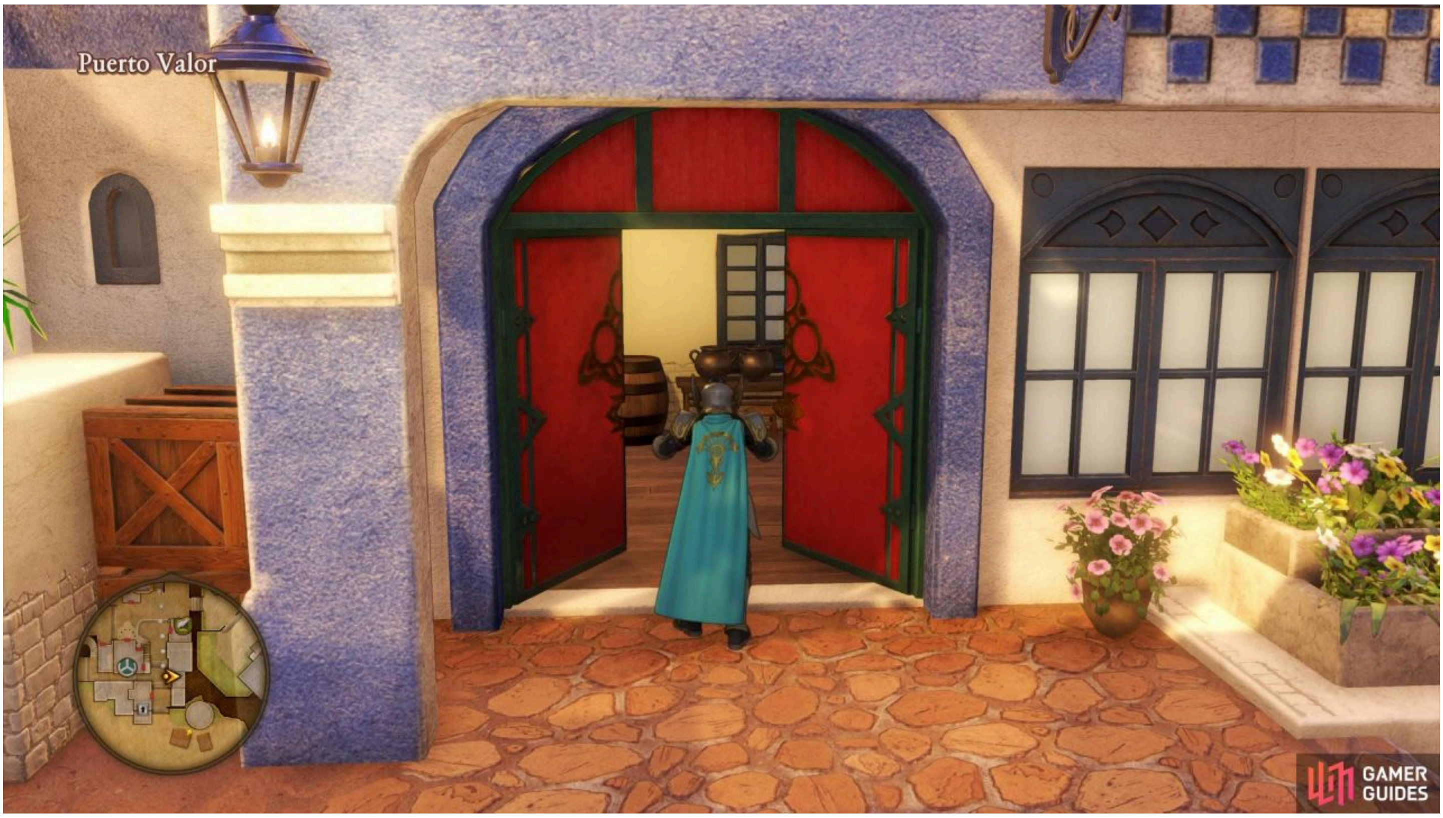
From the Campsite, head to the tower to the southwest and unlock the Magic Key Door. Inside here you'll find yet another three **Mini Medals**.


Dundrasil Region
GAMER GUIDES

What luck! Eleven finds 3 mini medals!

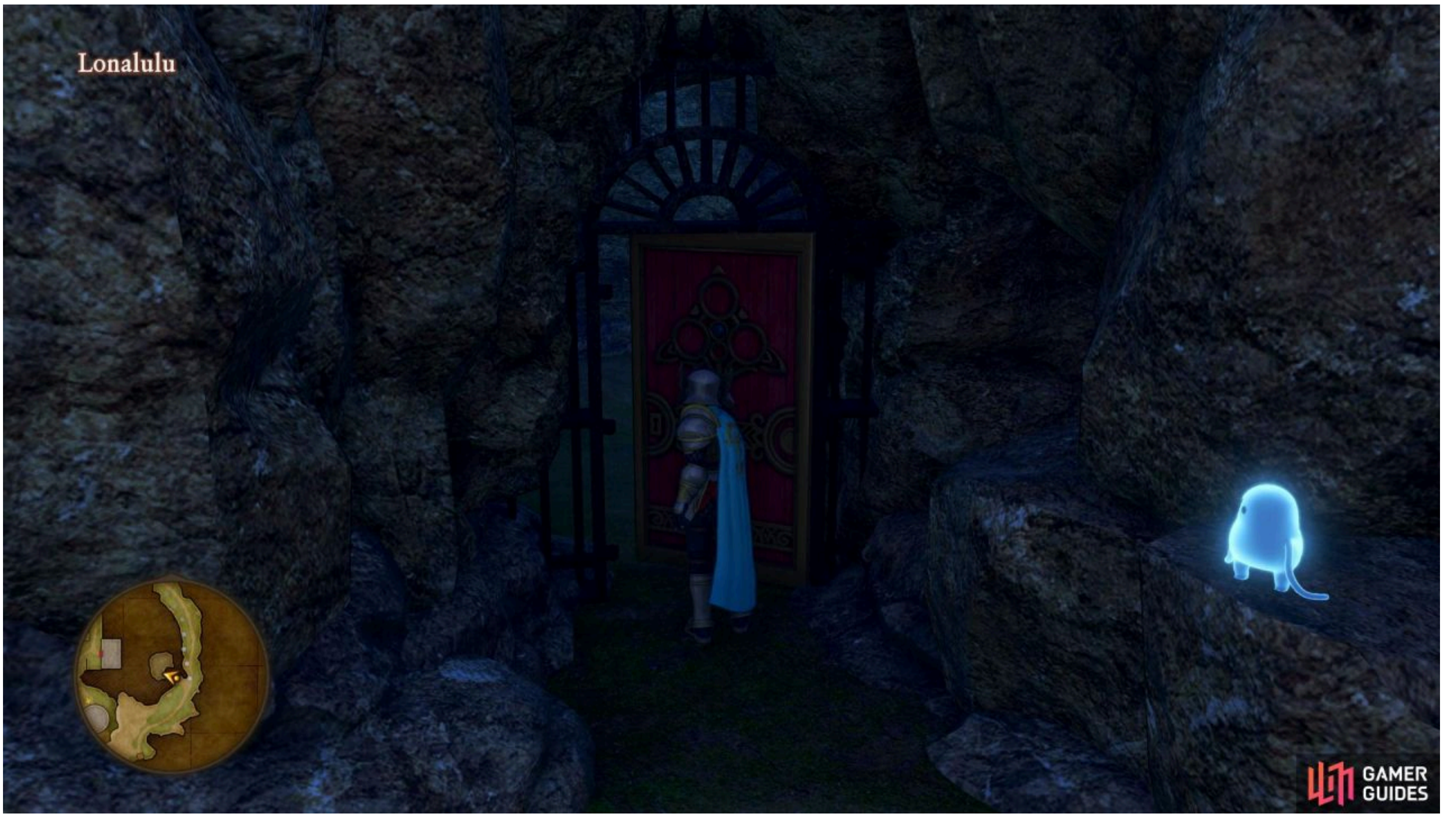
Puerto Valor

Zoom over to Puerto Valor next and head down to the Magic Key Door near the beach. Inside you'll find a chest containing a **Falcon Knife Earring**, a Dagger for Erik that will strike twice.


Puerto Valor
GAMER GUIDES

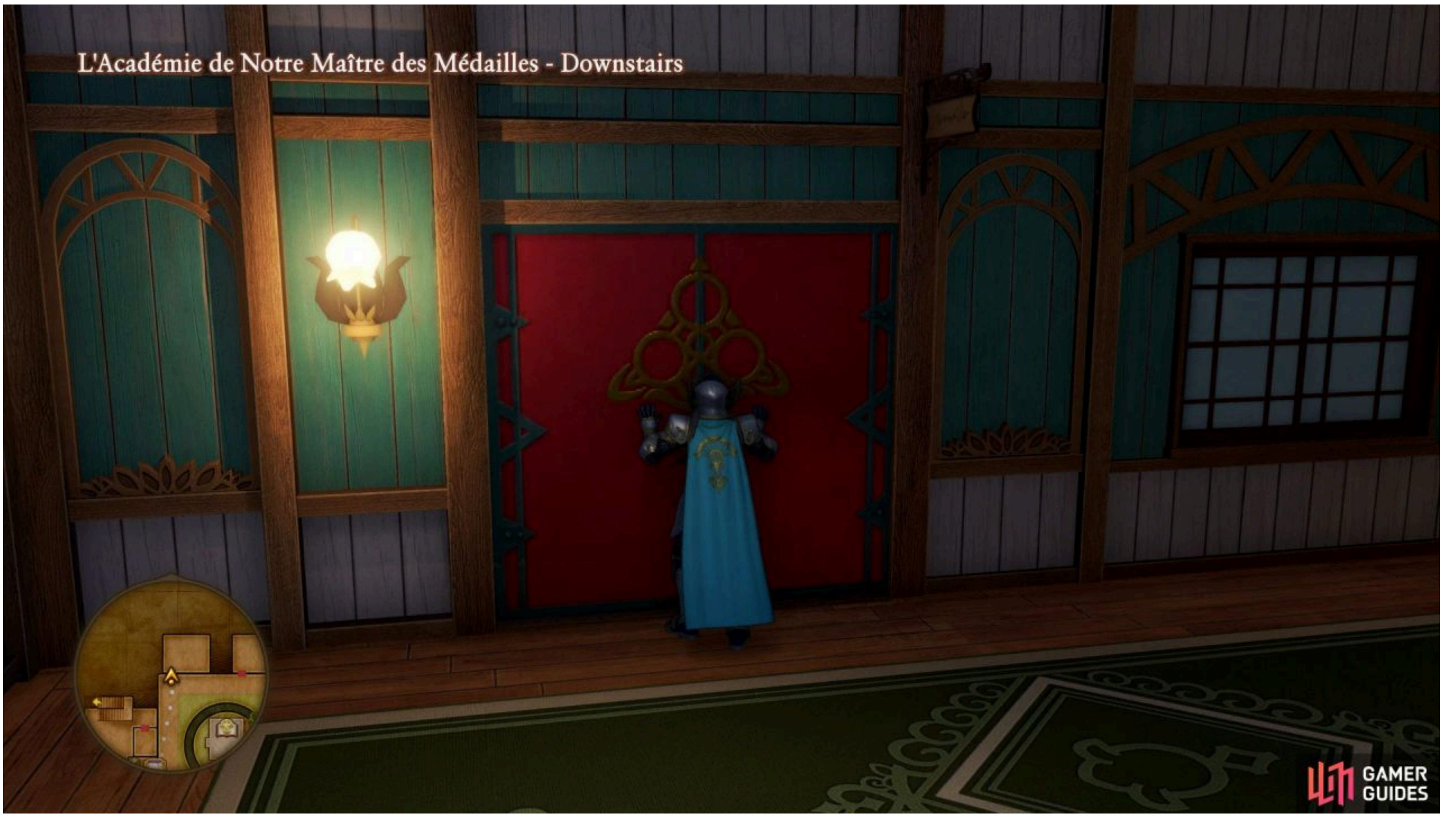
Lonalulu

Lonalulu is next on your list, head all the way up the hill to the northeast of town to where the Canon Lady was positioned earlier and look to your right. Unlock the Magic Key Door and head inside, you'll find a chest with a **Zombie Mail** along with another **Mini Medal** and **Seed of Life** in the barrels.



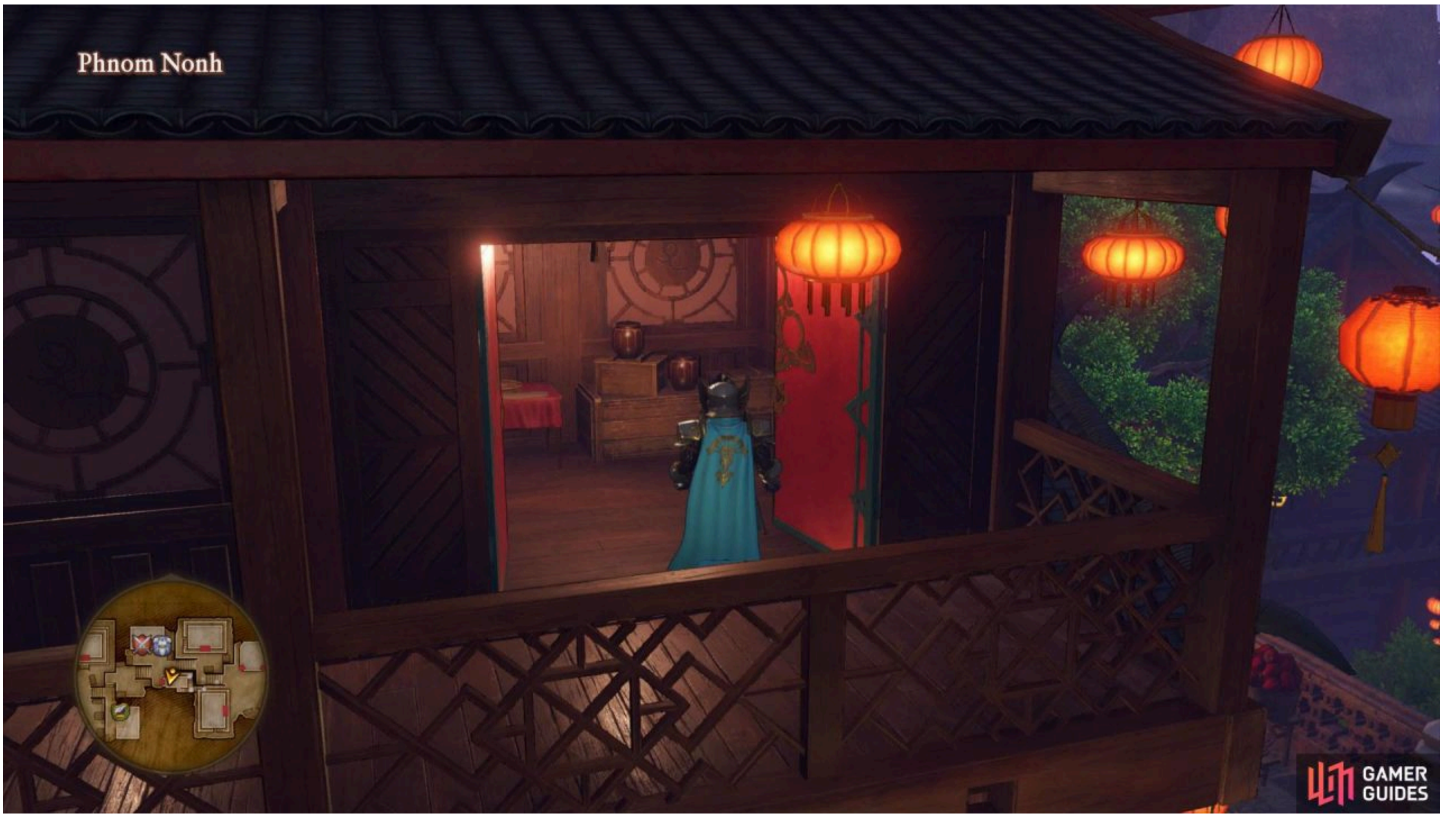
L’Academie de Notre Maitre des Medailles

Return to the Acadamie next to find the Magic Key Door located to the northwest of the first floor. Inside you’ll obtain a **Thunderball** and **Uniforme de l’Academie** from the chests and a **Mini Medal** and **Seed of Skill** from the pots. While you’re here, hand over your medals to the Headmaster, you should be one off the next reward.


L'Académie de Notre Maître des Médailles - Downstairs
GAMER GUIDES

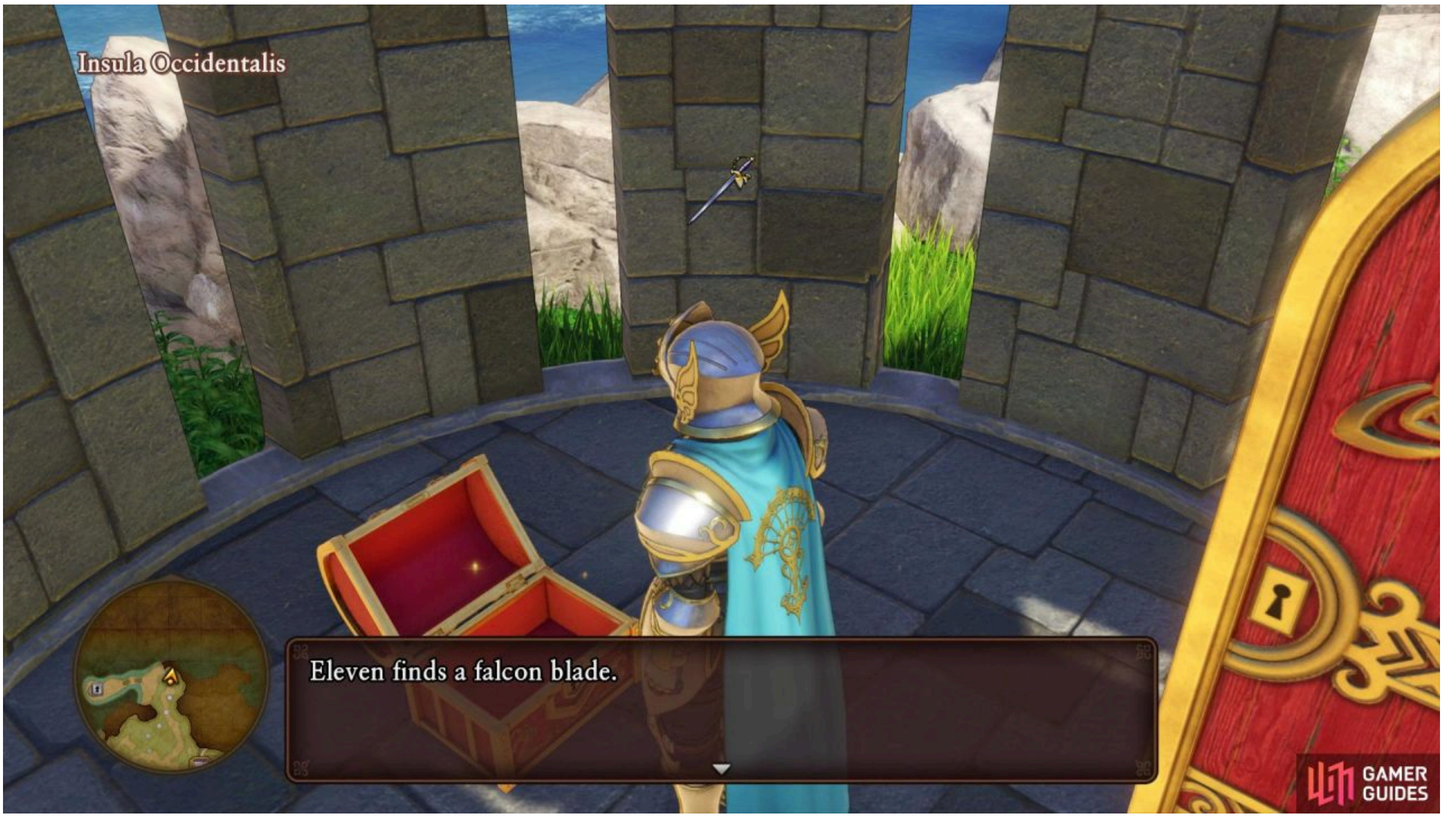
Phnom Nonh

Return to Phnom Nonh next and take the stairs up to the top before heading around the southeast to find more stairs heading down the Magic Key Door. Inside you'll obtain the **Secrets of the Silversmiths** Recipe Book from the chest and a **Sage's Elixir** from the pots.



Insula Occidentalis

Zoom to The Strand and climb back aboard the Salty Stallion. Sail north of your location back to Insula Occidentalis and head to the north of the island to find the Magic Key Door. Inside you'll find a chest containing a **Falcon Blade**.



Eleven finds a falcon blade.

Insula Centralis

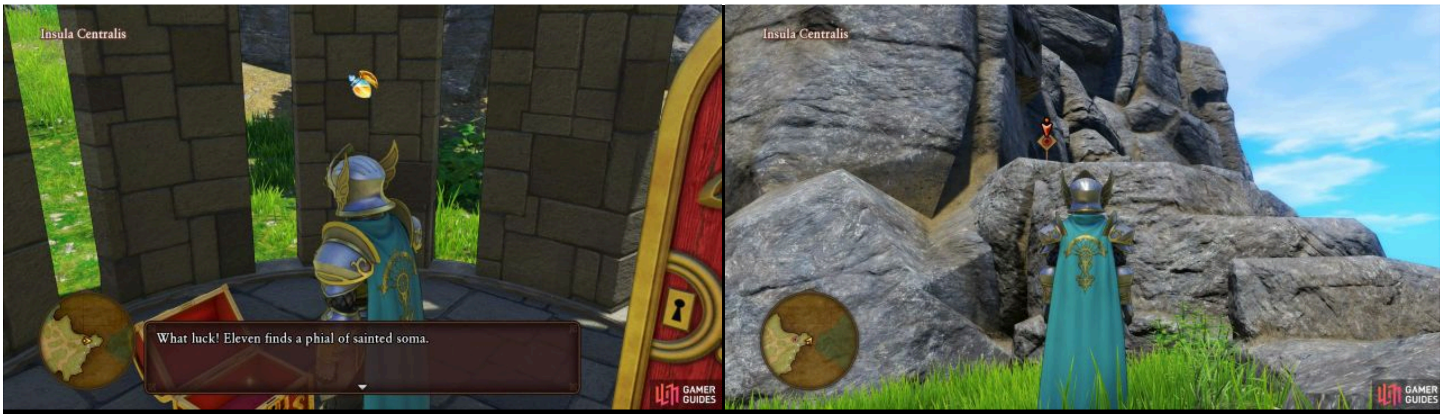
The final stop for now also houses the final Crossbow Target for the Insula Isles. Get back on the ship at Insula Occidentalis and begin sailing around the edge of Erdrea until you reach the Vortex of Light to the east of Insula Borealis (the island to the north). This will allow you to reach the last of the Insula Isles, Centralis.

Island-Hopper

Awarded for making port at every island on the sea.

Head east from the dock to the first tree where you can loot a hidden chest containing another **Mini Medal** (you can now grab the reward from the Academie when you have time). Head directly south from here to the beach where you'll discover a Sparkly Spot containing a **Mirrorstone**. Continue east along the southern edge to the next Sparkly Spot containing a **Cherry Blossom Petal** before heading into the northeast corner. Look up to the north here to discover the final Crossbow Target of the Insula Isles.

Finally, open the Magic Key Door here and loot the chest to obtain a **Sainted Soma**.

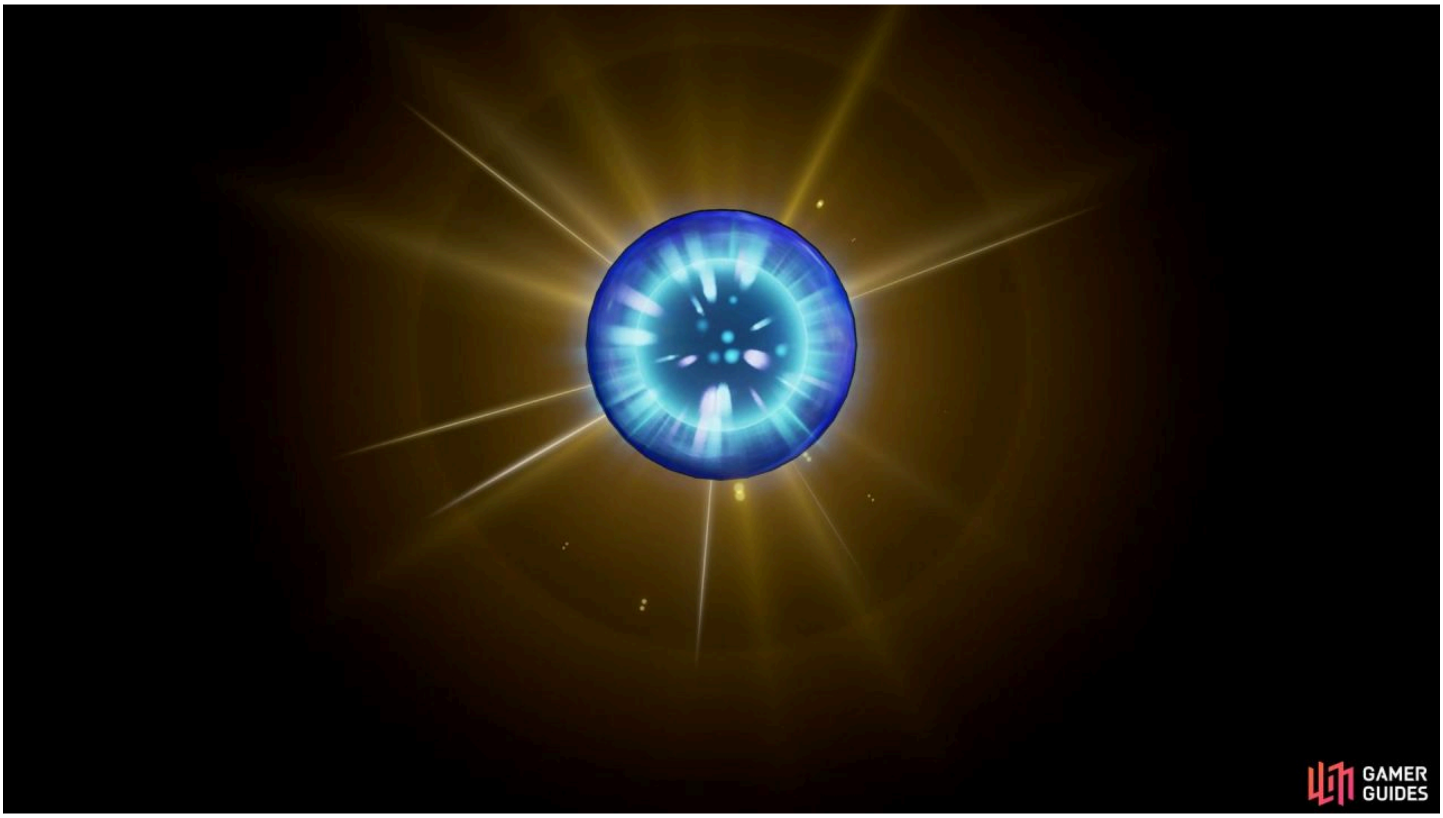

Insula Centralis
Insula Centralis
GAMER GUIDES
GAMER GUIDES

What luck! Eleven finds a phial of sainted soma.

Magic Key Door (left), Crossbow Target (right)

Zoom back to The Strand and make your way back to Insula Occidentalis to the north to report your progress with the Crossbow Targets, you'll obtain four **Pep Pips**. Don't waste these as they'll come in handy later in the game when Levelling your party up. With all the Magic Key Doors open now, sail north from Insula Occidentalis into the frozen land in front you and disembark in Sniflheim.

The Blue Orb



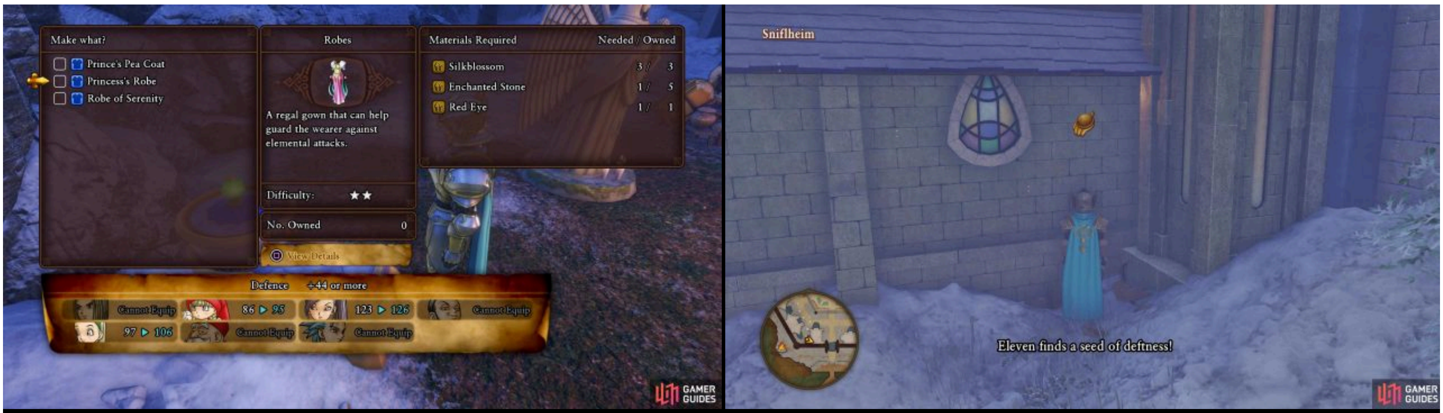
Sniflheim (Frozen)

Items	Area
Magic Beast Hide	Port, barrel
Magic Beast Hide	City, next to market stall, pot
Seed of Deftness	City, western wall of house left of the entrance
Permasnow	City, Outside northeast house, pot

Sparkly Spot	Area
Permasnow	North of the back entrance

As you disembark from the ship you can see immediately that all is not quite right in Sniflheim. Head towards the entrance to the city and the Rainbough will glow once more indicating that the final Orb is here. As you approach the doors you'll notice that they're frozen shut and not even Veronica's magic is enough to melt it. Before you head around back, take a step back onto the pier and search to the east side for a pair of barrels, inside one you'll obtain a **Magic Beast Hide**.

Head around the back to the west and take a quick rest at the Camp. With all of the Recipes you picked up from your travels opening the Magic Key Doors, take a look at the new equipment you can forge. The Hocus Locus Heavy Wand is a nice upgrade for Veronica and Rab along with the Princess's Robe for Veronica, you can purchase any needed Silkblossoms from the merchant at this Camp. If you have Serena Dual-Wielding Wands then consider picking up the Spryggdrasil Wand for her too.



A regal gown that can help guard the wearer against elemental attacks.

Eleven finds a seed of deftness!

Make what?
Prince's Pea Coat
Princess's Robe
Robe of Serenity
Robes
Materials Required
Needed / Owned
Silkblossom 3 / 3
Enchanted Stone 1 / 5
Red Eye 1 / 1
Difficulty: ★★
No. Owned 0
View Details
Defence +44 or more
Cannot Equip
86 ▶ 95
123 ▶ 126
Cannot Equip
97 ▶ 106
Cannot Equip
Cannot Equip
Sniflheim
GAMER GUIDES

Consider forging a Princess Robe to boost Veronica's Magical Might (left), search along the side of the Church to find a barrel with a seed in it. (right)

Once you're ready, continue around the back to find a Magic Key Door you can unlock to enter the city itself. The party notices that the entire city has been frozen, the people and animals included. Take a look behind the tree to your immediate left to find a Sparkly Spot containing **Permasnow** and then head south to the first market stall, a pair of pots can be smashed here for another **Magic Beast Hide**. Head now to the west side of the first house to the west of the main entrance, a barrel is hidden here housing a **Seed of Deftness**. Finally, head into the far northeastern corner and search along the wall for more pots to smash with one containing more **Permasnow**.

With all the items looted for now, head to the only person not frozen in town to the right of the entrance and speak to her. The woman turns out to be none other than the Queen of Sniflheim and she informs the party of the situation. In order to get your hands on the Blue Orb you're going to need to defeat the Witch in the Hekswood. There's nothing left for you to do here for now so exit Sniflheim by way of the eastern gate.

Sniflheim Region

Items	Area
Mini Medal	Northwest of the City, chest
Seed of Sorcery	Southeast of the City, chest

Sparkly Spots	Area
Platinum Ore x2, Silver Ore	North, Ore gathering point
Permasnow	North of the Snaerfelt entrance
Avabranche, Permasnow, Sparkly Sap	South, Tree gathering point
Silkblossom x2, Glimmergrass	Southwest, Flower gathering point

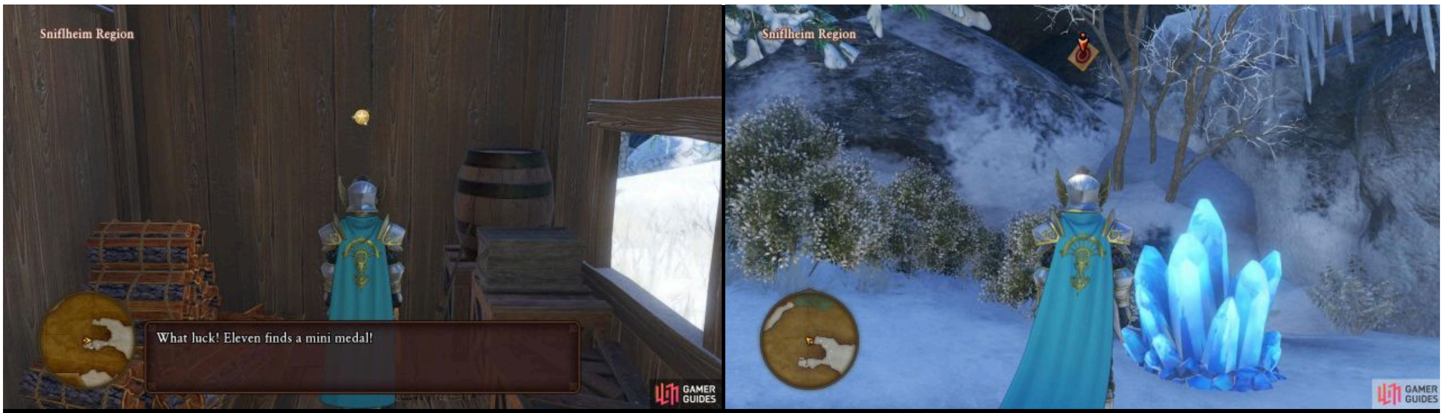
Monsters	HP
Ursa Minor	~260
Ursa Panda (Rare)	~1105
Chillanodon	~138
Silver Sabrecub	~109
Luminous Lampling (Night)	~105
Bongo Fandango	~156
Chihuawyrm	~513

Your destination lies through the Snaerfelt to the east but first there's some items to loot and Crossbow Targets to strike. It's also a good time to take a look at how your characters are progressing through their Character Builder.

If you've taken the Hero through the Greatswords route (which is recommended) then you should have unlocked Frost Fangs by now as well as worked your way up to the Counter When Blocking/Parrying node. Unbridled Blade should be your next unlock, this remains one of, if not the most damaging Greatsword skill in the game. Consider the Strength +25 and Gigasmash nodes following the unlock of that for the Hero.

Erik is more simple at this point, you should have unlocked Dodgy Character by now and should be on your way to unlocking Divide in the Guile tree, one of Erik's best skills. Following that, pick up Cobra Strike and victimiser from the Knives tree, Poison is easier to apply to bosses than Sleep. Veronica should have the Vim tree maxed out by now and focusing on the Heavy Wands tree, your order of unlocks there are unimportant so feel free to take any route. Serena likewise should also be done with her Wands tree and working on unlocking the Harpistry skills next.

With Hustle Dance unlocked for Sylvando, pick up the Charm +40 node nearby and then work towards the Have a Ball skill from the Litheness tree, situated between the Cobra Strike and Charm +30 nodes. Hopefully Jade has learnt Multithrust by now, this should be one of your main boss killer skills for a large chunk of the game. Work next on unlocking Lightning Thrust for help with killing metal enemies, you'll find the node above the Attack Power When Wielding +10 node. Finally, Rab should have unlocked Zing Stick from the bottom of his Heavy Wands tree and working on picking up the rest of the passive skills from that tree.

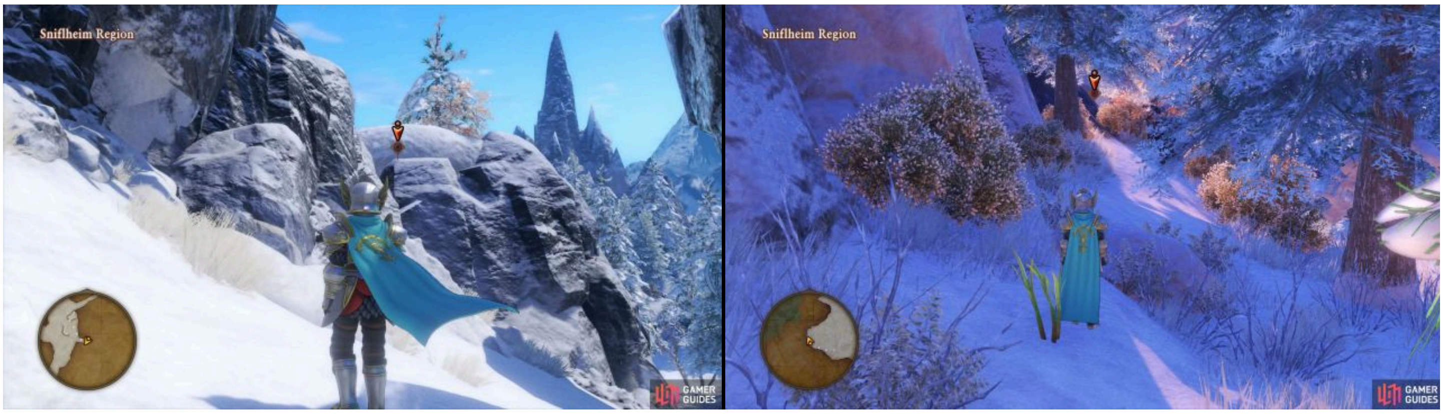


What luck! Eleven finds a mini medal!

Search in the small cabin to the north of the city to find a Mini Medal (left), the first Crossbow Target is located in the northwest corner. (right)

From your starting location, head forward and speak to the latest Weather Cow before hugging the western wall as you head north. As you head west along the short path you'll come to a cabin with a chest inside, open it to obtain a **Mini Medal**. Head back and continue northwest into the corner, an Ore gathering point is nestled here containing two **Platinum Ores** and a **Silver Ore**. While you're here, look up at the tree behind the gathering point to find the first Crossbow Target.

Head along the eastern wall now as you come across a Sparkly Spot containing a **Permasnow** and continue south past the entrance to the Snaerfelt. You'll come across a short path to the east with a Sparkly Spot at the end containing another **Platinum Ore**. Turn the camera around to face the southwest to spot the next Crossbow Target for you to strike. Continue south from this location and you'll stumble upon a Tree gathering point containing an **Avabranche**, **Sparkly Sap** and a **Permasnow**.



Look up high from here to spot a Crossbow Target (left), another one can be found dangling from a tree to the southwest. (right)

Continue making your way south while hugging the eastern wall and head up the small hill, a chest is hidden here containing a **Seed of Sorcery**. Once again, turn the camera to face east to spot another Crossbow Target hanging from a nearby tree. Make your way into the southwestern corner from here and follow the edge to the north to discover a Flower gathering point containing two **Silkblossoms** and a **Glimmergrass**. Once more, turn the camera to face the north to spot the final Crossbow Target for now hanging from yet another tree. You've gathered all you can for now from this region, you'll have to hit the last Crossbow Target once you've solved the mystery here so make your way south into the Snaerfelt.

The Snaerfelt

Items	Area
Mini Medal	Central, across the archway, chest
Anti-Freeze Earrings	East of the Royal Library, chest
Supercool Kit	North, behind the cabin, chest

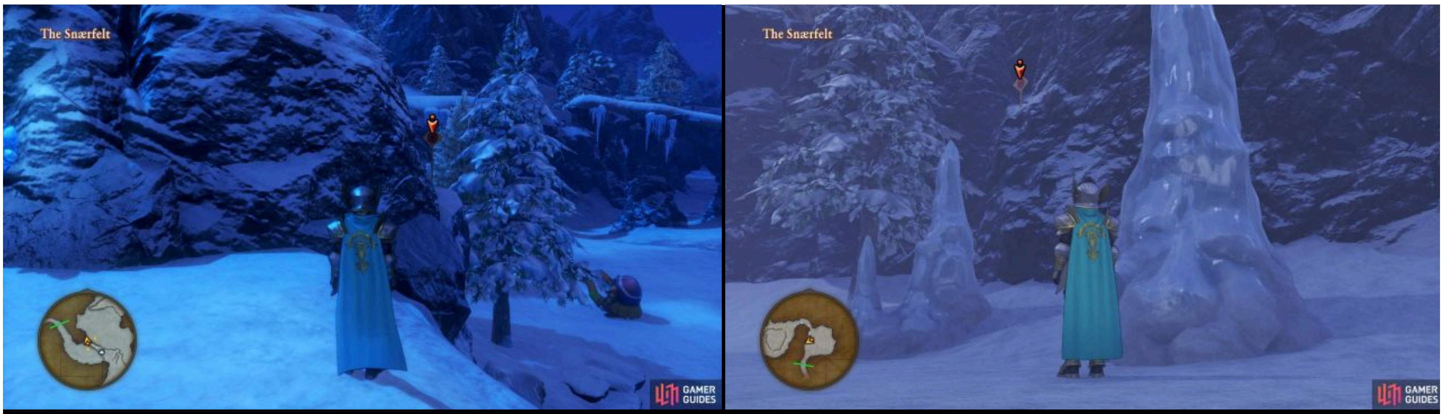
Sparkly Spots	Area
Mirrorstone	South
Platinum Ore x2, Blue Eye	Southwest, Ore gathering point
Mirrorstone	Central
Glimmergrass x2, Silkblossom	Northeast, Flower gathering point
Avabranche x2, Permasnow	North, Tree gathering point
Mirrorstone	North

Monsers	HP
Ursa Minor	~260
Ursa Panda	~1105
Troll	~513
Otter Shambles	~252
Chillanodon	~138
Luminous Lampling (Night)	~105
Bongo Fandango	~156
Chihuawyrm	~513
Dragon Slime	~118
Face Invader (Mount)	~175
Crack-Billed Platypunk	~134

Monsers	HP
Hunter Mech	~155
Slimecicle	~148
Shadow	~100

The Snaerfelt is considered a separate region to that of Sniflheim and for that reason, there's a whole new set of Crossbow Targets to track down. Your destination is the Hekswood to the north but ignore that for now to begin searching for items.

Continue along the path from the entrance and under the archway, you should see a glittering Face Invader, defeat one and mount it. Head back towards the archway you just passed under and head up a small hill to find a Sparkly Spot containing a **Mirrorstone**. Continue east to find a chunk of Ice blocking the path south, ram into it by holding down the [R2] button whilst riding the Face Invader to smash it open. Dismount from the Face Invader and head west along the top of the archway to find an Ore gathering point containing two **Platinum Ores** and a **Blue Eye**. Stand on the edge of this walkway and face the western wall to spot the first Crossbow Target.

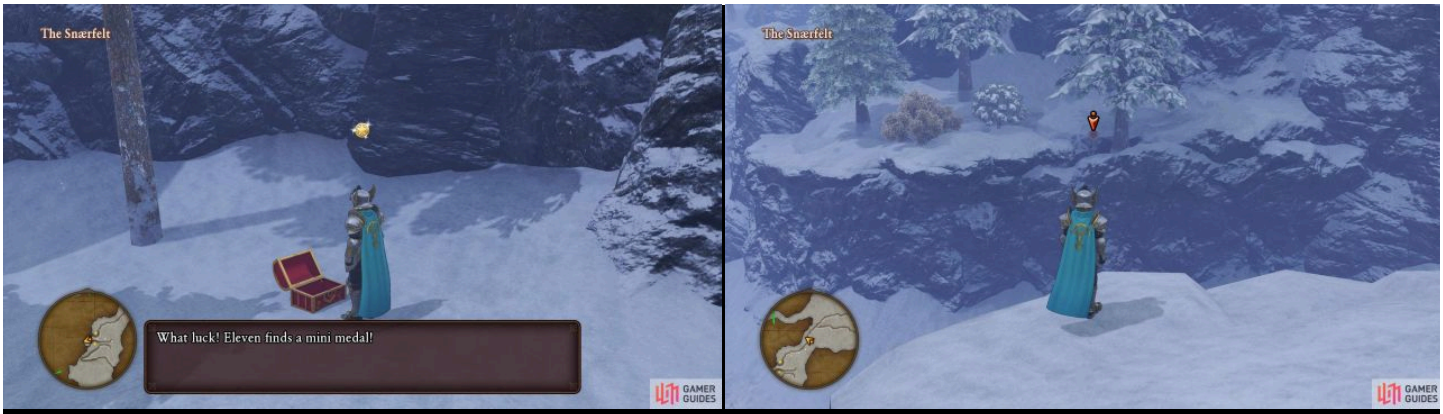


Use the Face Invader to reach the top of this archway and spot the first Crossbow Target (left), the second can be found far to the east of the Snaerfelt. (right)

Drop down from the archway and follow the path to the east and rest at the Camp to save your game and recover your HP and MP. Continue east, past the Frozen Fjord and into the next open field to the east. Hug the western edge as you head south and look up high between the two large icicles to spot the next Crossbow Target. Return to the Camp and head northwest towards the trees to spot a Weather Cow, if you've been following this walkthrough then it should be the last one you need to find and unlock the Trophy.

Mooteorologist

Awarded for hearing from every single weather reporter in the field.

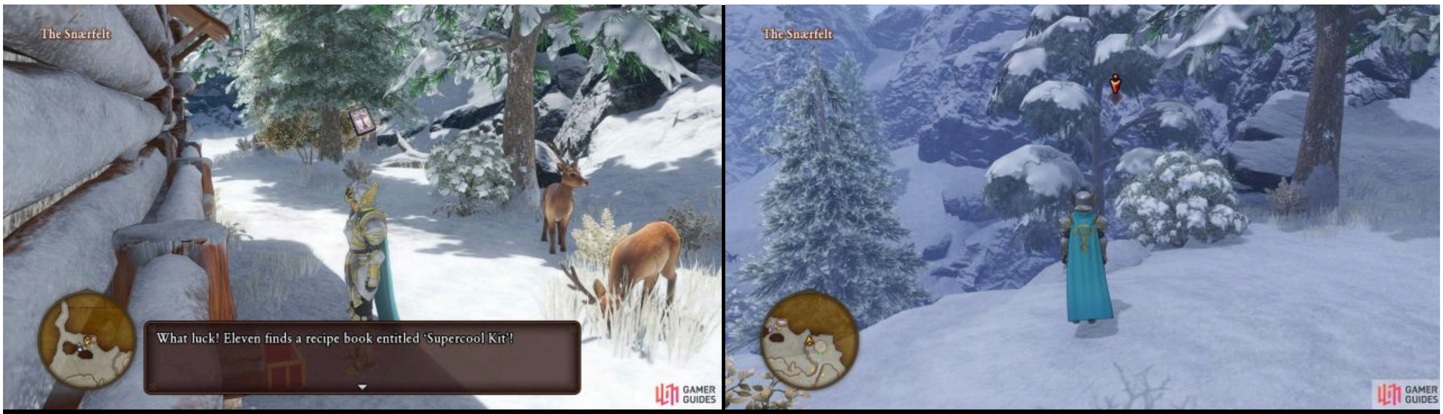


What luck! Eleven finds a mini medal!

Cross the bridge to the west from the upper area to find this chest (left), follow the western edge to find the next Crossbow Target. (right)

Follow the path north and head up the hill to the east as soon as you can. Go south and onto the archway you just passed under to find the next Sparkly Spot containing another **Mirrorstone** before heading north and crossing the next archway to your west to a chest containing a **Mini Medal**. Head back across the archway and follow the western edge north, keeping your camera facing the western wall to spot the next Crossbow Target.

Follow this plateau to the east and cross the next archway over towards the building situated here. Search northeast behind the back of this building to find another Crossbow Target dangling from a tree. Follow the path east still all the way to the end to find another chest, this one containing a pair of **Anti-Freeze Earrings**. Drop down to the ground to find a Flower gathering point containing a **Silkblossom** and two **Glimmergrass** before looking up at the tree to the west to find the final Crossbow Target.



What luck! Eleven finds a recipe book entitled 'Supercool Kit'!

search behind the cabin near the Hekswood to find a new Recipe Book. (left), Look northwest from the plateau the Royal Library sits on to spot this Crossbow Target (right)

Grab a nearby Face Invader and ride it west to smash another chunk of ice where a Tree gathering point is situated containing two **Avabranches** and a **Permasnow**. While still up here, head east to final Sparkly Spot containing a **Mirrorstone** before heading north to the nearby cabin. Search around the back of it for a chest containing a **Supercool Kit** Recipe Book and save your game should you need to. Before heading into the Hekswood, Zoom back to the Camp here to deliver the results to the Bodkin Bowyer and obtain four **Pretty Betsy's**. Once you're fully prepared and rested up, head north from the cabin into the Hekswood.

The Hekswood

The Hekswood
GAMER GUIDES

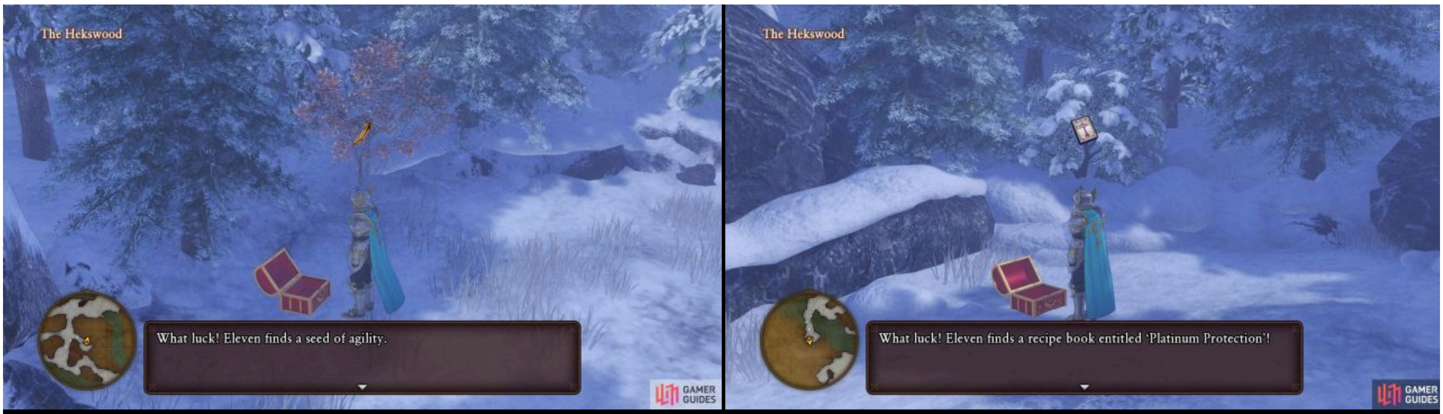
Items	Area
Seed of Agility	Eastern path off the central intersection, chest
Platinum Protection	Western path off the central intersection, chest
Sage's Elixir	North of the central intersection, chest

Sparkly Spots	Area
Avabranche	Southwest
Platinum Ore	Southeast
Permasnow	East
Avabranche	Central
Lucida Shard	North
Blue Eye, Gold Ore, Platinum Ore	North, Ore gathering point

Monsters	HP
Orc	~105
Dragon Slime	~118
Crack-Billed Platypunk	~134
Bodkin Bowyer	~105
Drackyma	~108
Orc King	~220

The Hekswood is a relatively short area with not too much going on but as soon as you enter you'll notice the presence of Heliodorian Soldiers. Ignore them for now and follow the path to the first intersection and head west to find the first Sparkly Spot, an **Avabranche**. Continue east along the path and then take a south as soon as it heads north, another Sparkly Spot awaits here containing a **Platinum Ore**.

Continue north and snag the Sparkly Spot containing a **Permasnow** before following the linear path west to the end, another Sparkly Spot can be looted here containing another **Avabranche**. Head north a short distance and take the first path to the east, a chest is hidden here containing a **Seed of Agility**. Return to the previous intersection and head west, following the path south across the ice to another chest, this one containing the Recipe Book **Platinum Protection**.



What luck! Eleven finds a seed of agility.

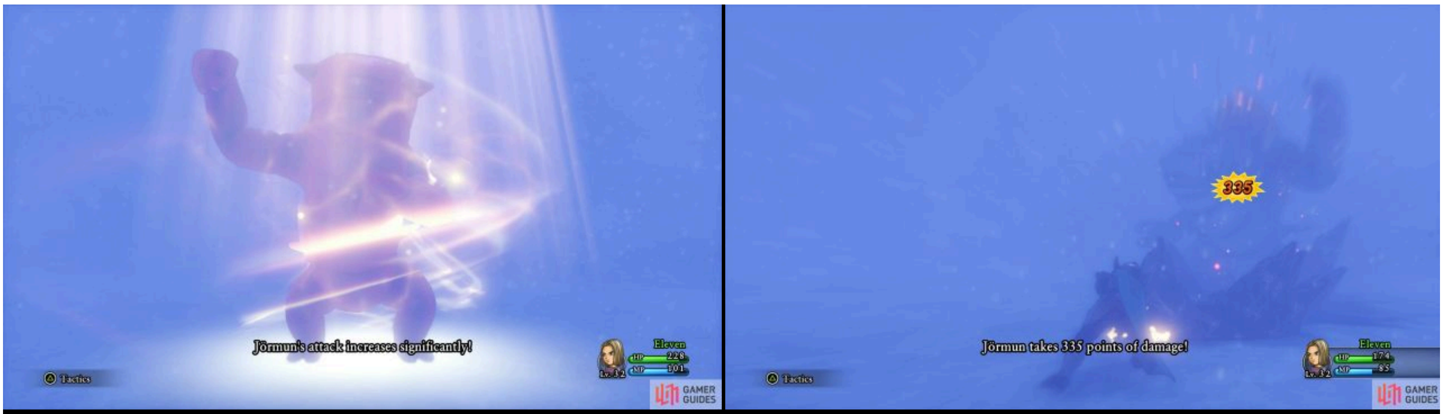
What luck! Eleven finds a recipe book entitled 'Platinum Protection'!

Head east at the first intersection to find a chest with a seed (left), follow the western path to the south to find a new Recipe Book. (right)

Return north across the ice and ignore the first path to the east, continuing to follow the path to a Sparkly Spot containing a **Lucida Shard**. As you reach the center of the next intersection, search behind the trees near the river to find the final chest, a **Sage's Elixir**. Follow the path east across the ice to the Ore gathering point containing a **Blue Eye**, **Gold Ore** and a **Platinum Ore**. With all the items gathered, head west to the Goddess Statue to save your game and when you're ready, proceed north. As the snow gathers pace and you become separated from the rest of your party, continue pressing north to find an unexpected person.

Boss: Jormun

Although you're up against Jormun alone, your adversary should still be a pushover. It only has 820 HP and if your Hero has Unbridled Blade already, you should make short work of it. The only attacks of any concern are it's regular attacks after doing it's jolly jig, it'll hit for over 60 HP but at the same time, it's defense will drop allowing you to deliver the killing blow a lot easier. Keep your HP above 100 and you should have no trouble felling this beast.



Jörmun's attack increases significantly!

Jörmun takes 335 points of damage!

The Jolly Jig skill will increase it's attack but drop it's defense (left), this will allow Unbridled Blade to deal devastating damage. (right)

Following your exploits with the beast and the subsequent encounter with the Witch, the Hero will pass out due to the cold. When you awake, you'll find yourself in the Scholar's Cabin back in the Snaerfelt. Attempt to leave the Cabin and you'll meet the owner, the scholar Snorri. You learn that the Royal Library to the east should house the secrets to defeating the witch Krystalinda and you're to escort Snorri back there. Make your way south until you find the way up to the area above, following the path back north and over the bridge to the Royal Library.

The Royal Library

The Royal Library
Autosaving...
GAMER GUIDES

Items	Area
4000G	Level 1, chest
Saint's Ashes	Level 2, chest
Favourite Fashions of the Masters of Magic	Level 3, bookshelf
An Anthology of Elemental Earrings	Level 3, bookshelf
Seed of Skill (Mimic)	Level 4, chest
Mercury's Bandana	Level 4, chest
Ethereal Stone	Level 3, chest
Molten Globules	Level 1, chest

Monsters	HP
Liquid Metal Slime	~8
Hunter Mech	~155
Shadow	~100
Hat Hamwitch	~108
Wrecktor	~124
Professaurus	~320
Living Statue	~305
Mimic	~720

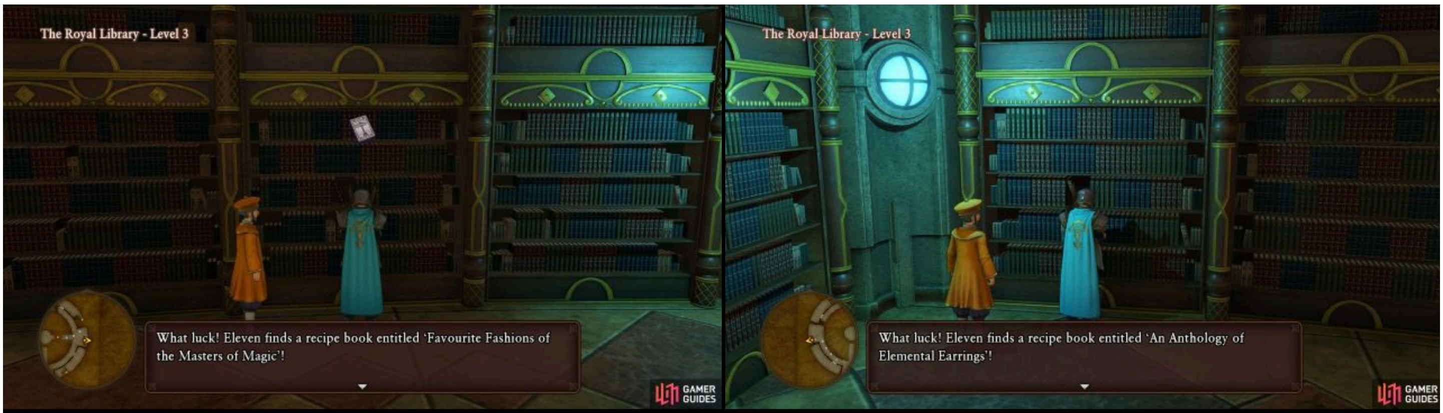
The Royal Library is infested with monsters and to make matters worse, you'll have to navigate through numerous switch puzzles to reach the top. Begin by heading to the north end of the room and into the room hidden between the bookshelves, at the end you'll find a chest containing **4000G**. Come out and head west to speak to the Slime, it will give away the hint that the switches will alter the arrangement of the bookshelves. Hit the nearby switch and then head to the southeast of the floor to find another switch to hit. This will shift around the bookshelves opening up the nearby path to the stairs leading up.

Tickington

On the staircase leading up to the second floor, you will find a Tockle that gives you the pastword for the **Alltrades Abbey** area.

On Level 2, head out of the bookshelf passage and then across the bridge to the western side of the floor. Take the southern path to the end to find a chest containing a **Saint's Ashes** and then follow the path north to the next switch to raise the stairs and allow you to access Level 3.

Defeat the enemies as soon as you reach Level 3 and then check the bookshelf behind them to find the Recipe Book **Favourite Fashions of the Masters of Magic**. Follow the path all the way around to the western side of this level now to find another bookshelf you can check containing a second Recipe Book, **An Anthology of Elemental Earrings**. Return to the southeast of the floor now and head through the bookshelf to find more stairs leading up to Level 4.

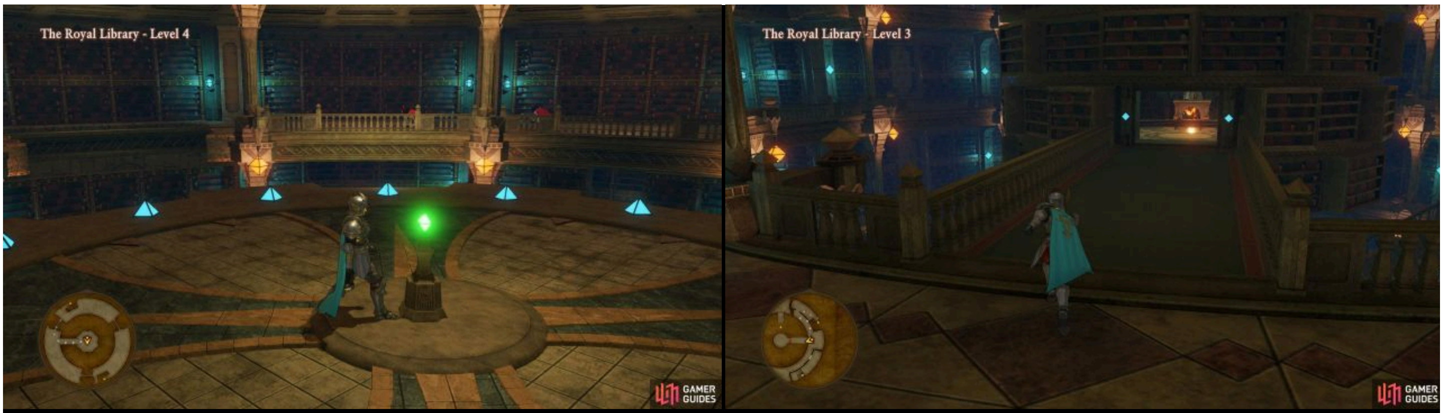


What luck! Eleven finds a recipe book entitled 'Favourite Fashions of the Masters of Magic'!

What luck! Eleven finds a recipe book entitled 'An Anthology of Elemental Earrings'!

Search the bookshelf on Level 3 as you come up from Level 2 (left), a second Recipe Book can be found on the southwest side of the Level. (right)

Head west across the beam to find a chest which, when opened, reveals itself to be a Mimic. Like the Cannibox's you've already fought, you'll want to take the Mimic down as quickly as possible to avoid it's Thwack ability. The Mimic has around 720 HP so consider using Veronica to Sap it while the Hero and Jade use Unbridled Blade and Multithurst, following it's defeat you'll obtain a **Seed of Skill**. Continue to follow the path around to the north where another chest is resting, open it up to obtain a **Mercury's Bandana**. Head across the bridge in the center of the room now and hit the switch to alter the bookshelves on the previous floor before taking the stairs down to the north.



Hit the switch in the center of Level 4 (left), to begin the process of opening up the central room in Level 3. (right)

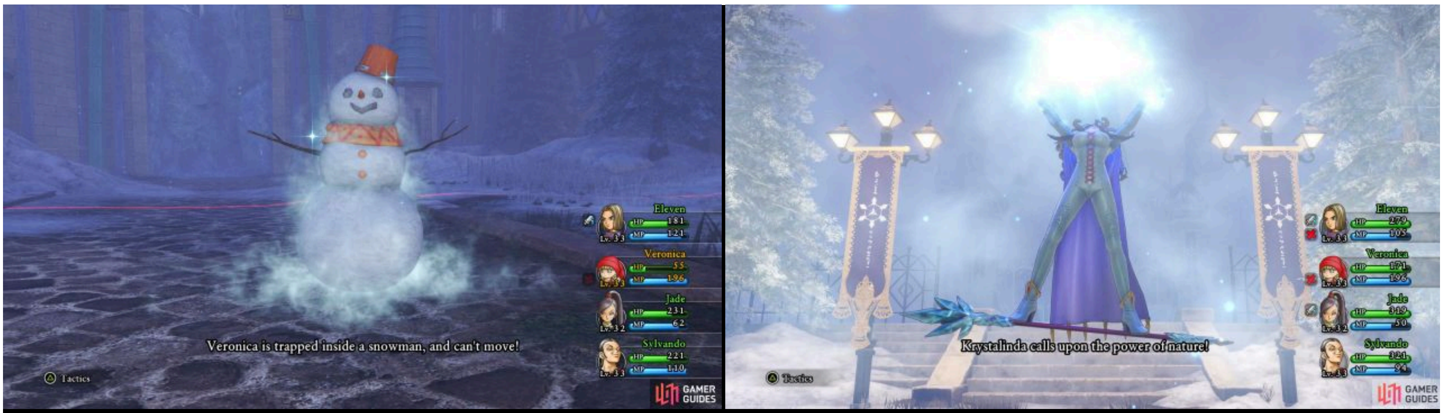
Back on Level 3, head north to find the next switch to hit before taking the stairs back down to Level 2. Follow the path around the floor to reach stairs leading back up to Level 3 in the northeast. You can now head across the bridge and into the open room to find the book that Snorri was looking for at long last. It appears that you was tricked into defeating the beast that was sealing the Witch's power, something that prompts a bit of insight from Veronica.

Hold off on Zooming back to Sniflheim just yet and instead hit the switch in this room. Head back across the bridge and around to the southwest corner of the room where you can now enter through the bookshelves to find a chest containing an **Ethereal Stone**. Take the nearby stairs back down to Level 2 and then make your way around to the stairs leading down in the southwest corner where you'll find the final chest of the Royal Library containing some **Molten Globules**. With the Library fully looted, Zoom back to Sniflheim and rest at the camp to save your game and recover your HP and MP. When you're ready, head back into the City and speak to the Queen once more, all is not as it seems.

Boss: Krystalinda

GAMER GUIDES

Krystalinda is not as difficult as you may expect if you find yourself fighting her around Level 31+. Although she has 1800 HP, by now you should have skills that will put a large dent into that very quickly. Krystalinda will attack twice a combat round as should be expected by this point and will attack your party with group wide attacks such as Crackle. You can limit this damage with Magic Barrier from Veronica should you need to. More concerning however is the fact she has the abiltiy to turn one of your party members into a Snowman, rendering them useless until the effect dissipates. Finally, she can conjure up a snowstorm that will decrease your accuracy and increase the damage Ice related abilities such as Crackle inflict. Keep your HP above 100 and buff up your defenses and you shouldn't have too much trouble dealing with her attacks.


Veronica is trapped inside a snowman, and can't move!

Krystalinda calls upon the power of nature!

You cannot cure the Snowman effect, you'll have to ride it out (left), beware of Crackle and Chilly Breath once she creates a Snowstorm. (right)

As for dealing damage yourself, have Veronica or Rab Sap her and then Oomph (or Oomphle) the Hero and Jade, following up with Unbridled Blade and Multithrust. Keep Sylvando on Hustle Dance duty, when he doesn't need to heal he can dish out Oomph to your two damage dealers and you'll want to avoid using magic against her if possible unless it's a Fire related spell such as Frizzle.

Following her defeat, Snorri manages to trap Krystalinda back into the book and the ice in Sniflheim at long last thaws. Queen Frysabel wishes to reward you at the castle as Veronica hands over the **Witch's Grimoire**. Hold off on exploring the city for now and head into the castle.

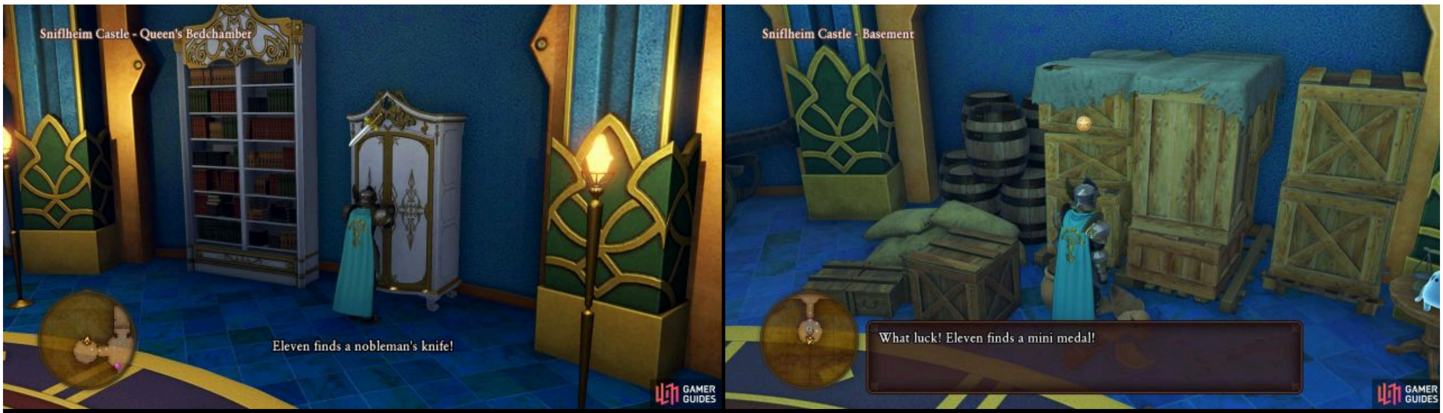
Sniflheim Castle

Items	Area
Nobleman's Knife	Queen's Bedchamber, wardrobe
Lunaria	Basement, barrel
Seed of Sorcery	Basement, pot
Mini Medal	Basement, pot
Panacea	Basement, pot
Savvy Saphire	Basement, chest

The castle itself is not very large but there are a few items to snag first. Head west into the Queen's Bedchamber to begin with and search the wardrobe for a **Nobleman's Knife** before taking the lift down to the east. Head forward to find a pair of barrels waiting to be broken, inside you'll find a **Lunaria**.

Tickington

In the Queen's Bedchamber, there will be a Tockle in front of the mirror that gives you the pastword for the **Room of Revival** area.


Sniflheim Castle - Queen's Bedchamber
GAMER GUIDES
Sniflheim Castle - Basement
GAMER GUIDES

Eleven finds a nobleman's knife!

What luck! Eleven finds a mini medal!

The Nobleman's Knife should be an upgrade for Erik (left), you'll find a Mini Medal in the pots down in the dungeons. (right)

Head south into the door to find some pots to smash to obtain a **Seed of Sorcery**, a **Mini Medal** and a **Panacea**. Finally, open the chest here to obtain a **Savvy Saphire**. Return to the first floor and head north into the Throne Room to watch more events unfold regarding the Queen and Krystalinda. Following the events you'll find yourself finally in possession of the final Orb, the **Blue Orb**. Exit out of the main entrance of Sniflheim to meet up with Erik once more as the party finally set off to make their way to Yggdrasil at long last (and Rab's secret is let out).

Ice-Breaker

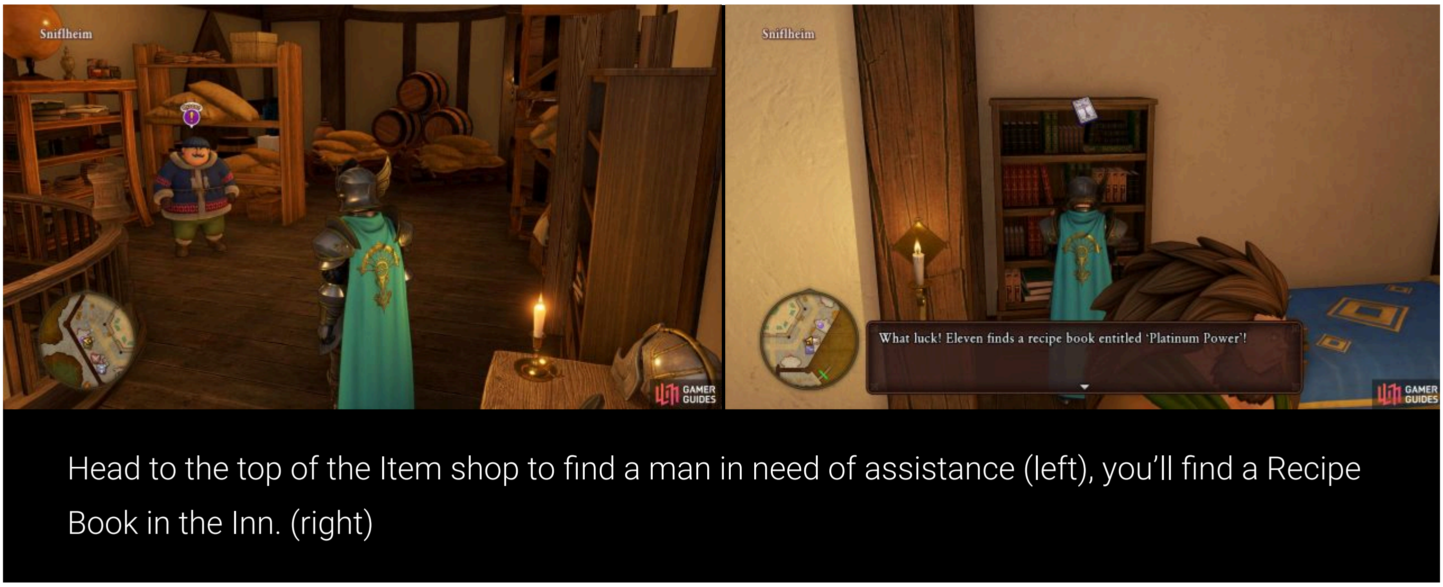
Awarded for saving the kingdom of Sniflheim from disaster.

G 10

Questing around Sniflheim and the final Crossbow Target

Your destination lies to the east, through the Arborian Highlands but first things first, more quests have opened up and your're one Crossbow Target short of completing this region. Begin with fully exploring the City for all it's items.

Begin your exploration north of the Item shop where a pair of barrels can be found behind the horse pens, break them to obtain a **Cowpat**. Enter the Item shop next, the items will be nothing special but if you head upstairs, you'll find a man looking for someone to help him. Hear him out to discover that he's looking for a Viking that is late with his shipment, agree to assist him to accept **Quest 24 - The Viking Hoard**.

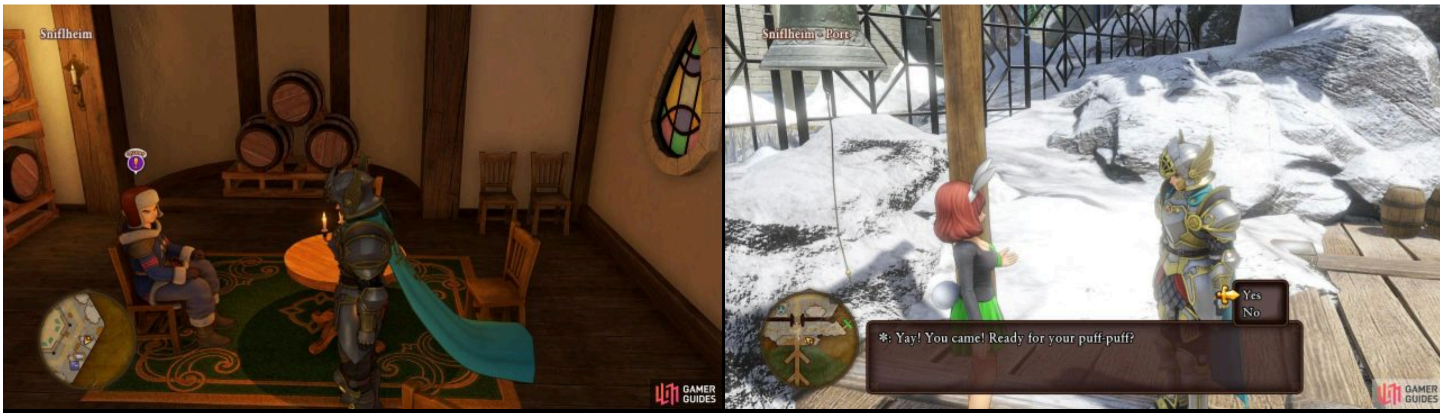


What luck! Eleven finds a recipe book entitled 'Platinum Power'!

Head to the top of the Item shop to find a man in need of assistance (left), you'll find a Recipe Book in the Inn. (right)

Head into the Equipment shop next and once again, if you've been keeping up with your forging then there should be nothing of value for you. Instead, head back outside and enter through the side door to the Weapons shop, you'll find a chest waiting to be looted containing **3000G**. Head over to the Inn now and head to the right of the counter to find the next Puff-Puff girl, agree to meet her tomorrow lunchtime by the harbor bell. Go upstairs now and search the bookshelf in the right room to obtain the **Platinum Power** Recipe Book.

Exit the Inn and search behind the stall to the east of it to find another hidden chest, this one containing a **Mini Medal** before entering the Tavern. Go upstairs and break the barrels to obtain **24G** before speaking to the man nearby. He wants you to retrieve a Snaerose so that he can give it to Krystalinda, agree to assist him to begin **Quest 23 - A Cold Crush**.

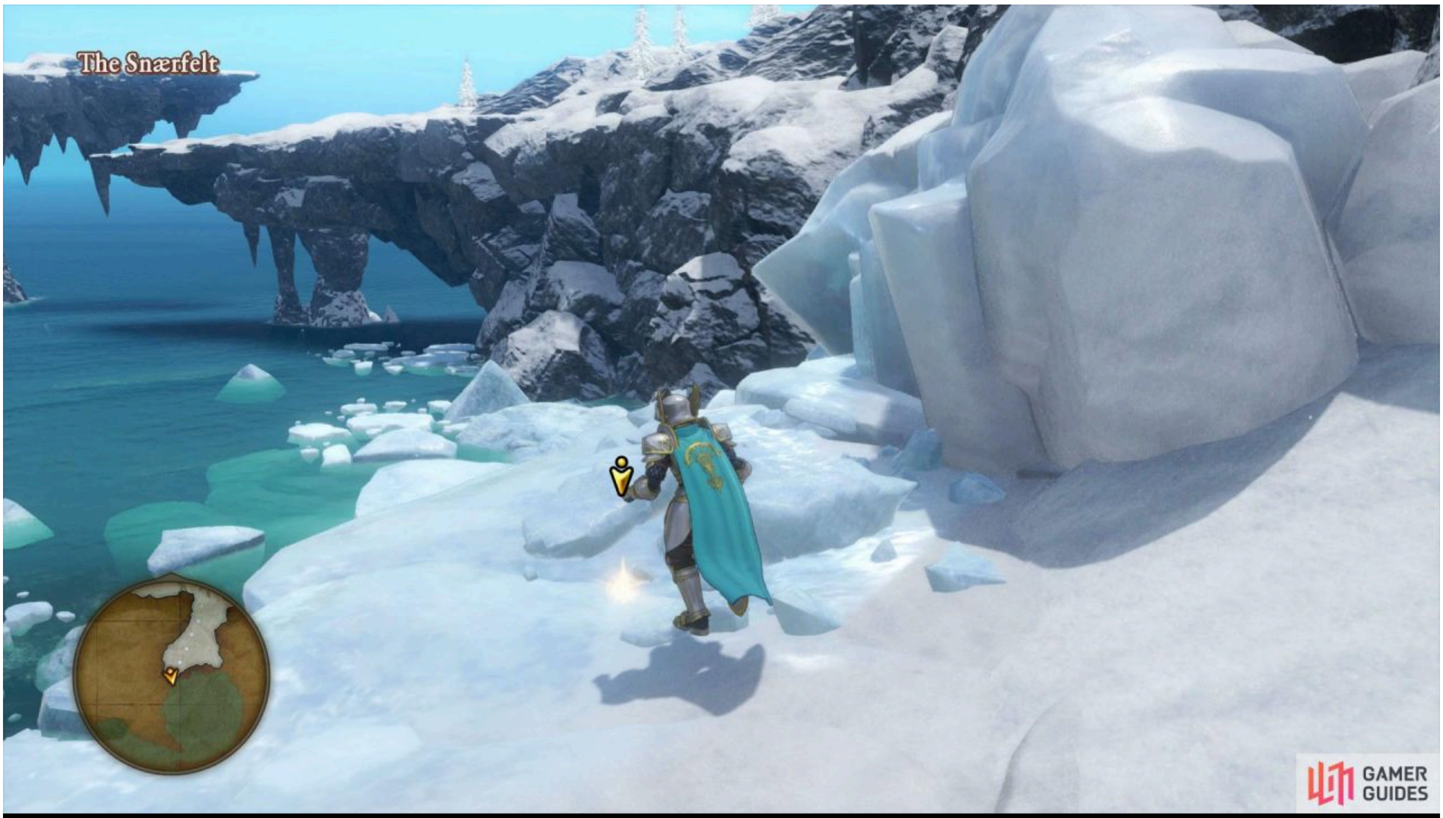


*: Yay! You came! Ready for your puff-puff?

Inside the Tavern you'll find another quest to accept (left), you'll need to advance the time to Noon to meet the girl from the Inn for a Puff-Puff. (right)

Leave the Tavern and head into the corner next to it, you can climb the platform here to reach another chest, this one housing a **Royal Ruby**. Enter the next house and dash upstairs to find a wardrobe you can search, inside you'll obtain a **Garter**. Finally, enter the last house and break the barrel on the first floor to obtain a **Lambswool**. With all the items collected, return to the Inn and rest Until Noon. Make your way out the front entrance and over to the harbor bell on the pier to find the girl from yesterday waiting to give you your next Puff-Puff.

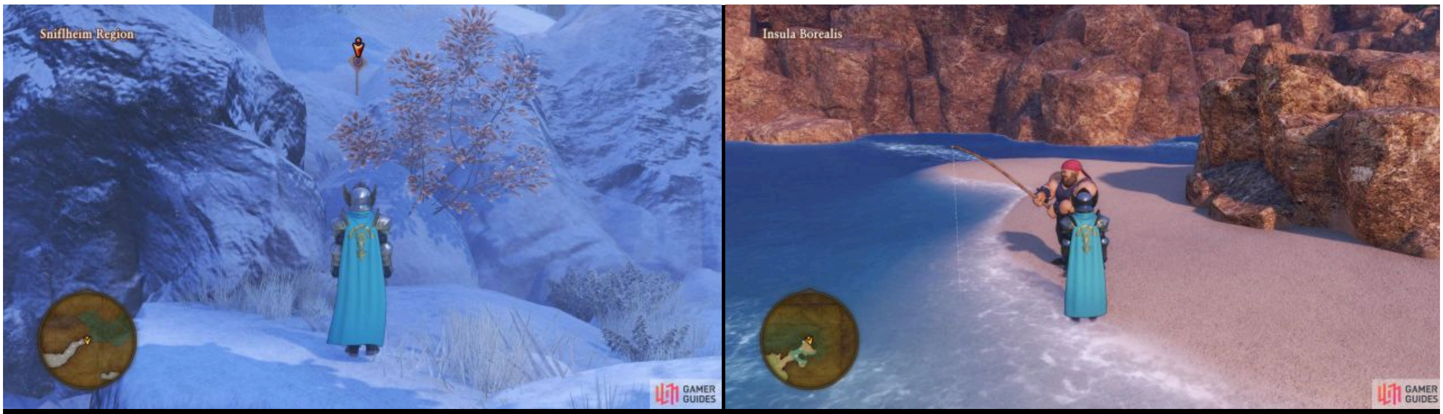
Zoom over to the Snaerfelt Campsite and grab a Face Invader mount nearby. Use this to break the Ice Block to the south of the Campsite if you didn't do it during your first time through the area and head up. Make your way to the southwest corner to find a gold Sparkly Spot containing a **Snaerose**. Zoom back to Sniflheim and deliver the rose to the man in the Tavern and complete **Quest 23** to obtain the **That's Magic** Recipe Book.



You'll find the Snaerose to the south of the Snaerfelt.

Head back to the harbor and board the Salty Stallion once more and sail the ship around the corner to the Viking Hideout. Save your game should you need to and then look in the eastern corner to find some barrels to break, inside you'll obtain a **Mini Medal**. Continue north and then check the next eastern corner to find yet more barrels to break open and obtain a **Pink Pearl**. Enter the main room now and speak to the man in the white with the blue waistcoat to discover that the man who was to deliver the gift to the Queen was his brother and that he's gone missing stating an island to the north might be where he is.

Before you head off after him, continue north and back outside and search to the west to find a Sparkly Spot containing some **Mythril Ore**. Head east a little and climb down the well, you'll find a Sparkly Spot to the east containing a **Brighten Rock**. Return back to the surface and make your way all the way to the eastern edge now and loot the final Sparkly Spot in Sniflheim to obtain another **Brighten Rock**. Turn the camera to face south from this location and look up to find the final Crossbow Target, you'll find the Bodkin Bowyer on your way back to the Viking Hideout. Speak to him to obtain four **Seeds of Skill** and then Zoom to the Strand to get back to the Open Sea.



You'll find the final Crossbow Target of Sniflheim just past the Viking Hideout (left), the man for Quest 24 can be found on the northern most Insula Isle, Borealis. (right)

Sail the Salty Stallion all the way to the north or Erdrea and disembark at Insula Borealis once more. Head to the northeast of the island and search the edge of the water to find am an fishing. Upon speaking to him you'll discover this is the Viking who was to bring a present for Queen Frysabel, he'll hand over the **Scruffy Urchin** that was to be the gift. Zoom back to Sniflheim and head into the Item shop to deliver it to the minister to complete **Quest 24** and obtain a **Pirate's Hat**.

You're finished with Sniflheim for now so it's time to make the long journey to Arboria starting by Zooming over to the Snaerfelt Campsite. Save your game if you need to and recover your HP and MP before following the path east through the Frozen Fjord and into the Arborian Highlands.

Onward to Yggdrasil

The Arborian Highlands

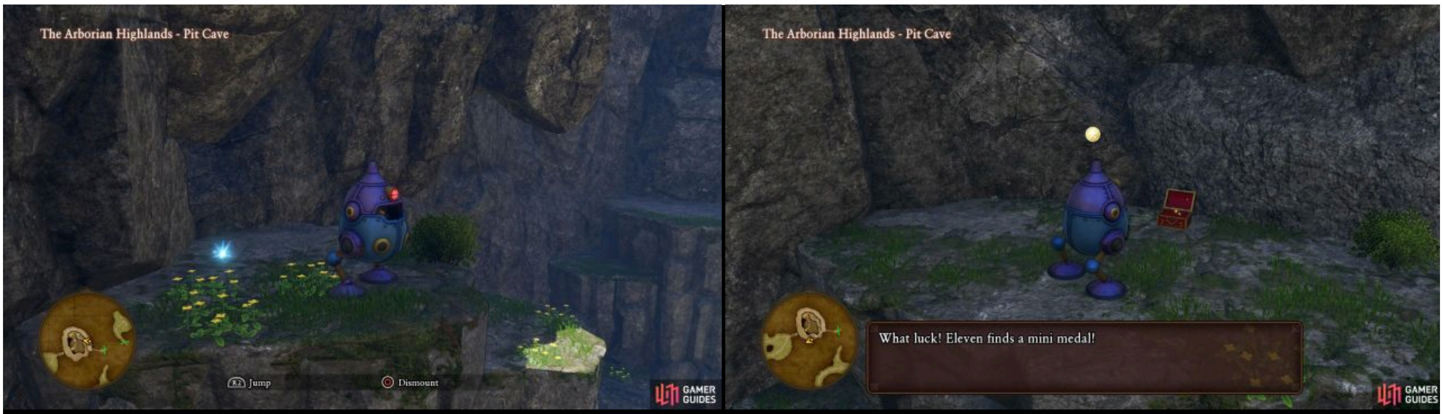
Item	Area
Mini Medal	Pit Cave, chest

Sparkly Spots	Area
Thinkincense	Foothills
Butterfly Wing	Pit Cave

Monsters	HP
Cyclops	~551
Living Statue	~305
Whirly Girly	~128
Runny Eggsoskeleton (Mount)	~161

You'll find Arboria is just a short journey up the Foothills, there's not much to find out in this section of the Highlands and the path is linear.

Begin by following the path until it opens up and search behind the large rock in the center to find the first Sparkly Spot, a **Thinkincense**. Continue east past the Living Statues and into the cave where you'll spot some glittering Runny Eggsoskeleton. Defeat one and mount it to begin the climb up the Pit Cave.


The Arborian Highlands - Pit Cave
R2 Jump
Dismount
The Arborian Highlands - Pit Cave

What luck! Eleven finds a mini medal!

Use the Runny Eggsoskeleton to reach a Sparkly Spot (left), along with a Mini Medal on the upper platforms. (right)

Continue around clockwise until you reach the northeast of the Pit Cave where you'll be able to jump higher and reach the second Sparkly Spot containing a **Butterfly Wing**. Continue to climb clockwise and climb up again when you get the opportunity to find the only chest for now containing a **Mini Medal**. There's nothing left to discover now so continue to follow the linear path all the way to the top and into Arboria.

Arboria

Items	Area
Mini Medal	Entrance, south of the stairs, chest

Items	Area
Seed of Therapeusis	Veronica and Serena’s House, pot
Supplicant	Veronica and Serena’s House, chest
58G	Southwest stairs, pot
Seed of Sorcery	Under the entrance stairs, barrel
Sainted Soma	Item shop, chest
Celestial Skein	House east of the Item shop, wardrobe
Magic Water	Inn, wardrobe
Saint’s Ashes	North of the Cathedral, chest
Elfin Elixir	High Priest’s House, wardrobe

Warning

There is a “duplication” check that will allow you to get doubles of items in your characters’ inventories much later in the game. This is done as soon as you speak to Benedictus after collecting all six Orbs. The check is done on all characters, except for the Hero, so it’s a good idea to load them up with Seeds, as well as have Jade’s Belle’s Bow on her.

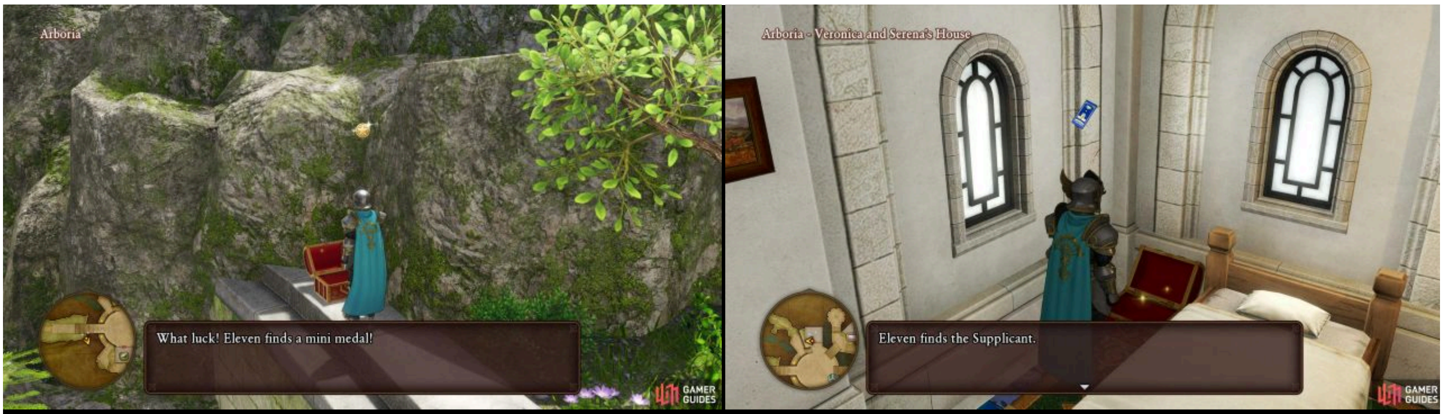
Arboria, the land of the Keepers and the hometown of Veronica and Serena. Continue east and up the stairs to meet with the High Priest, Benedictus. After you catch him up on the situation in Erdrea, you’ll learn that you need to venture to the First Forest and reach the great altar. Before you head off to the Cathedral however, take the time to loot the town of it’s items.

Head back down the stairs you just climbed and look in the corner to the south of them to find a hidden chest, open it to obtain a **Mini Medal**. Go back up the stairs and into the northern building to enter Veronica and Serena’s house. Smash the pots in the corner to obtain a **Seed of Therapeusis** and then head upstairs to find another chest tucked away in the corner containing a **Supplicant**.

Leave this house and head down the stairs behind the Item shop to find a pot to smash in the southwest corner, inside you’ll obtain **58G**. Search under the stairs to the north of this location to find a pair of barrels, one of which contains a **Seed of Sorcery**. Enter the Item shop itself now and check out the wares on offer, of particular note is the Staff of Antimagic for Veronica and Rab. Before leaving the shop however, check around the side of the counter to find a chest containing a **Sainted Soma**. Make your way into the next house to the east and search the wardrobe to obtain a **Celestial Skein** before making your way to the Inn where you’ll find another wardrobe you can search containing a **Magic Water**.

Tickington

In plain sight, behind the item shop, is a blue Tockle that opens up the **Imperial Pantry of Parthenia** in Tickington.


Arboria
Arboria - Veronica and Serena's House
GAMER GUIDES
GAMER GUIDES

What luck! Eleven finds a mini medal!

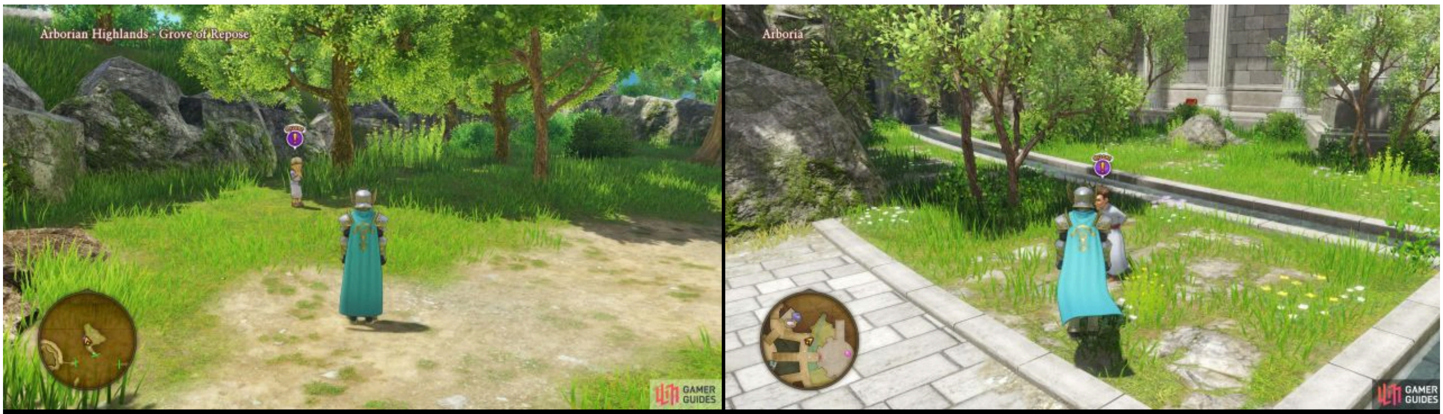
Eleven finds the Supplicant.

Search near the stairs at the entrance to find another Mini Medal (left), you'll find a useful accessory in the twins bedroom. (right)

Head up the central stairs toward the Cathedral now and search in the northeast corner to find a chest containing a **Saint's Ashes**. Make your way south now and enter the High Priest's House where you'll find a wardrobe upstairs containing an **Elfin Elixir**. With all the items looted, head over to Benedictus at the Cathedral to learn more about Erdrea's past before he opens the way to the First Forest.

Optional Tasks

Before making the journey to the forest however, two more quests have opened up. Go south and speak to the old man to accept **Quest 26 - Fit as a Fiddle**, you'll need to head into the First Forest to track down an ingredient for his soup, somewhere you'll be heading shortly.

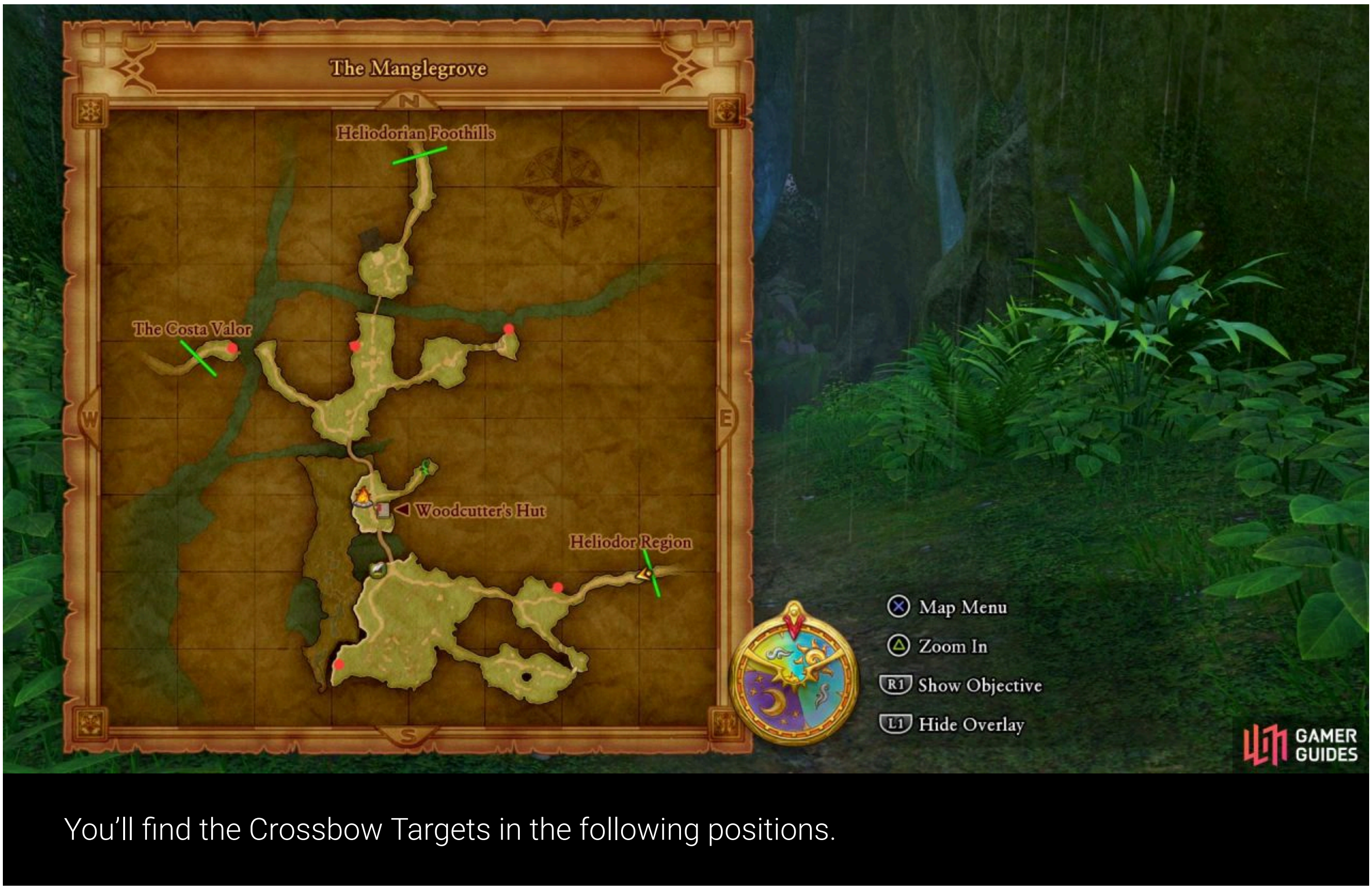

Arborian Highlands - Grove of Repose
Arboria
GAMER GUIDES
GAMER GUIDES

Accept Quest 25 in the Grove of Repose (left), along with Quest 26 near the Cathedral. (right)

Next, make your way into the Grove of Repose to the northeast of Arboria to find a sickly young girl.

Listen to her request and accept it to begin **Quest 25 - Planting Seeds for the Future** where you'll need to hunt a rare enemy in the First Forest. There's a couple more tasks to take care of before you head into the First Forest starting with Zooming over to L'Academie de Notre Maitre des Medailles to hand over your Mini Medals, you should have enough to obtain the **Agility Gilet** and the **Glombolero**.

Zoom over to Cobblestone next and exit out into the Heliodor Region before making a quick turn into The Manglegrove once more to track down the last of the Crossbow Targets. From the eastern exit, follow the path to the first open field and look on north rocks to spot the first target. Continue west into the next large open field and search in the southwest corner and look up high in the air to spot the next target dangling from the tree.



You'll find the Crossbow Targets in the following positions.

Continue north and take a quick rest at the Camp to add it to your list of Zoom destinations before crossing the bridge to the north. Take the eastern path first and follow it to the end to spot the third Crossbow Target near the waterfall. Head back to the three-way split and head north, keeping to the western wall to find the fourth target. For the final target, you'll have to Zoom to the Costa Valor Campsite and head north to enter the Manglegrove from that side. Head to the end of this short path and look up to the northeast to find the final target, Zoom back to the Manglegrove Campsite and report your success to the Bodkin Bowyer to obtain four **Seeds of Life**. With that being your final Crossbow Target in all regions, head back to Gallopolis and report to Bo just outside the Palace to obtain the **Happy Hat** and the Crossbow Colossus Trophy.

Crossbow Colossus

Awarded for hitting every bullseye.

Zoom back to Arboria and make your way through the Cathedral and back out into the Highlands.

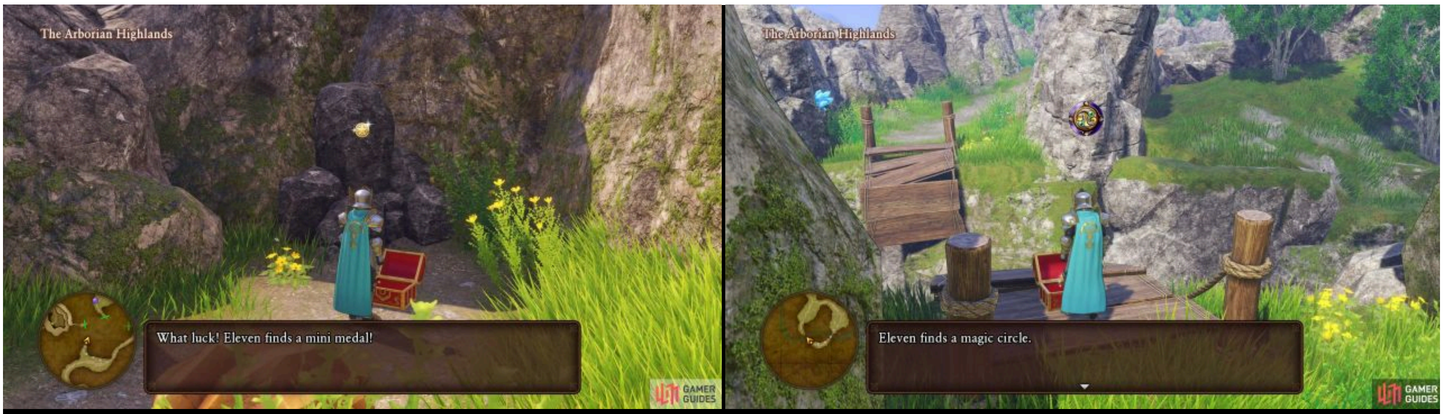
Arborian Highlands

Items	Area
Mini Medal	North, chest
Magic Circle	Southeast, chest

Sparkly Spots	Area
Platinum Ore x2, Silver Ore	Southwest, Ore gathering point
Silkblossom x2, Thinkincense	Southeast, Flower gathering point

Monsters	HP
Cyclops	~551
Grinade	~155
Goobonce	~139
Bloodbonnet	~145
Ethereal Serpent	~494

More monsters populate this part of the Highlands although none of them should pose much a threat if your party is sitting at Level 32+. The Ethereal Serpents are good targets however, they offer a lot of Exp for a somewhat easy battle provided you're not careless.



What luck! Eleven finds a mini medal!

Eleven finds a magic circle.

You'll find another Mini Medal north of the first intersection (left), while there's a Magic Circle Boomerang south of the next intersection. (right)

Follow the linear path until the first intersection and go north to find a chest containing a **Mini Medal**. Continue along the path and rest at the Campsite and take a look at your items you can forge. If you haven't already done so, consider forging a Platinum Lance for Jade and then rework any pieces you're equipping that's not already at +3.

Save your game and then continue south, keeping that way at the intersection to find an Ore gathering point containing two **Platinum Ores** and a **Silver Ore**. Head back to the intersection and head east until you reach another one, going south once again and searching the Flower gathering point to your right containing a **Thinkincense** and two **Silkblossoms**. Continue south across the bridge to loot the final item from the chest containing a **Magic Circle**. Head back north now and follow the path into the First Forest.

The First Forest

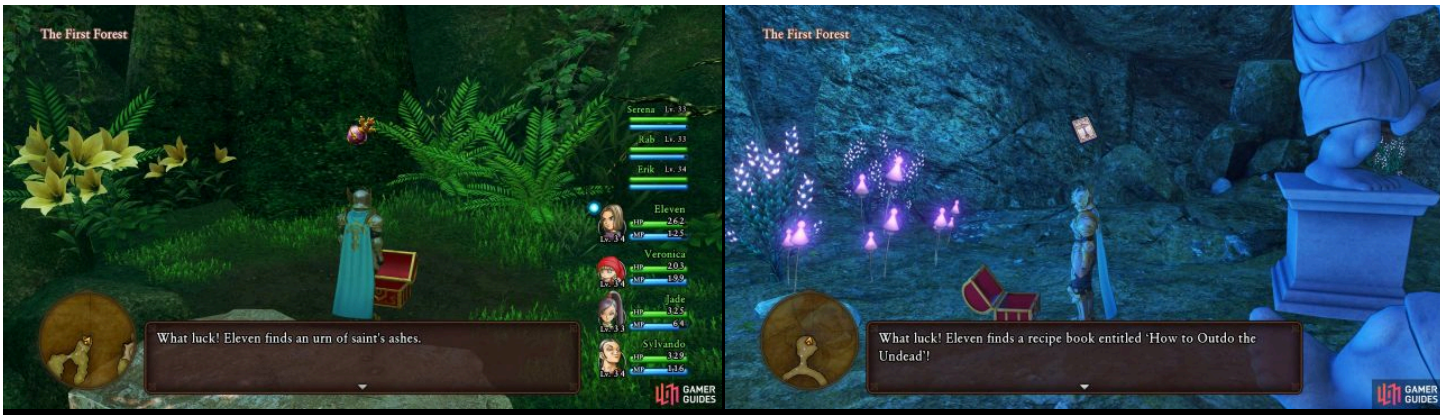
The First Forest
GAMER GUIDES

Items	Area
Saint's Ashes	North from the entrance, chest
How to Outdo the Undead	Cave, chest
Ethereal Stone	Exit the Cave to the east, chest
Savvy Saphire	Southeast, chest
Enchanted Stone	Northwest of the southern Camp, chest
Molten Globules	North, behind the tree, chest
Mini Medal	Behind the great altar, chest

Sparkly Spots	Area
Faerie Fluff, Silkblossom, Glimmergrass	North of the entrance, Flower gathering point
Spellbound Bough	Southwest
Magic Water	Bottom of second waterfall
Belle Cap	East
Spellbound Bough	North

Monsters	HP
Jowler	~456
Medislime	~90
Liquid Metal Slime	~8
Mosstodon	~390
Living Statue	~305
Pine Needler	~123
Moosifer (Night Only)	~336
Fruity Succubat	~197
Stump Champ	~157
Infanticore	~363
Sprite Bulb	~133
Wight Bulb (Rare)	~895
Blue Dragon	~569

All that stands between you and Yggdrasil is the First Forest, a dense woodland full of fearsome monsters. Begin your journey by heading across the bridge and go north at the intersection and climb the vine at the end. Climb the ledges to the north to find a chest containing a **Saint's Ashes** and then head south to find a Flower gathering point containing a **Faerie Fluff**, **Silkblossom** and a **Glimmergrass**.



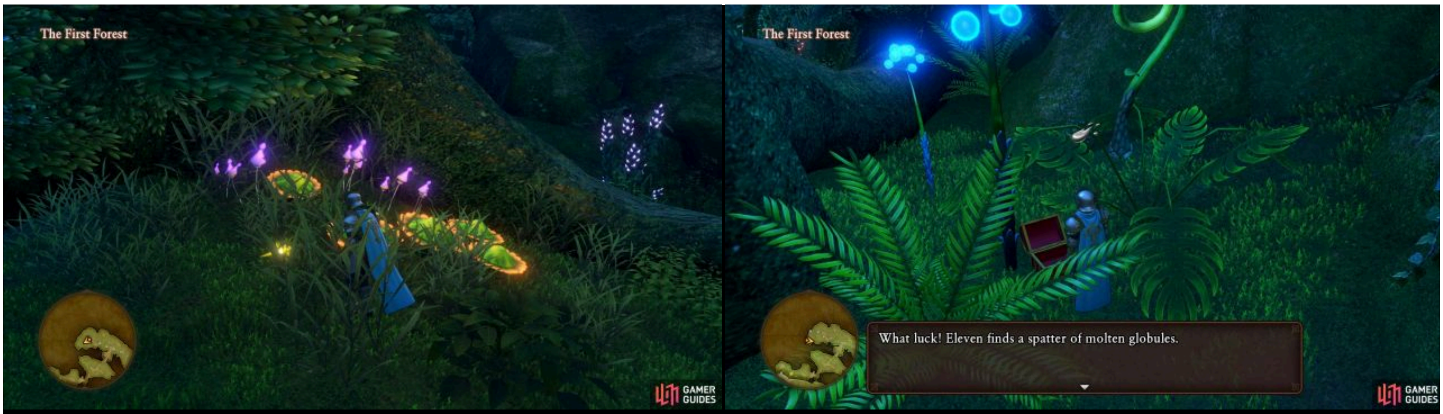
What luck! Eleven finds an urn of saint's ashes.

What luck! Eleven finds a recipe book entitled 'How to Outdo the Undead'!

Go north at the first intersection to find a chest (left), while you'll find a Recipe Book in the chest inside the cave. (right)

Make your way back to the first intersection and follow it south until you reach the first waterfall where you can find a Sparkly Spot containing a **Spellbound Bough** by the fallen tree. Continue down the south path and enter the nearby cave where you'll find a room full of Living Statues and Fruity Succubats guarding a chest. Defeat them or not, open the chest to obtain a Recipe Book, **How to Outdo the Undead**. Exit the cave from the east side now to find another chest containing an **Ethereal Stone** before dropping down to a Sparkly Spot containing a **Magic Water**.

Head south from here and cross over the branches to the east, following the path at the intersection all the way east to find a chest containing a **Savvy Saphire**. Return to the intersection and go north and then west at the next intersection to reach a Camp you can rest at and save your game. Look in the northwest corner here to spot a well hidden chest containing an **Enchanted Stone** before making your way back to the intersection and continuing east.

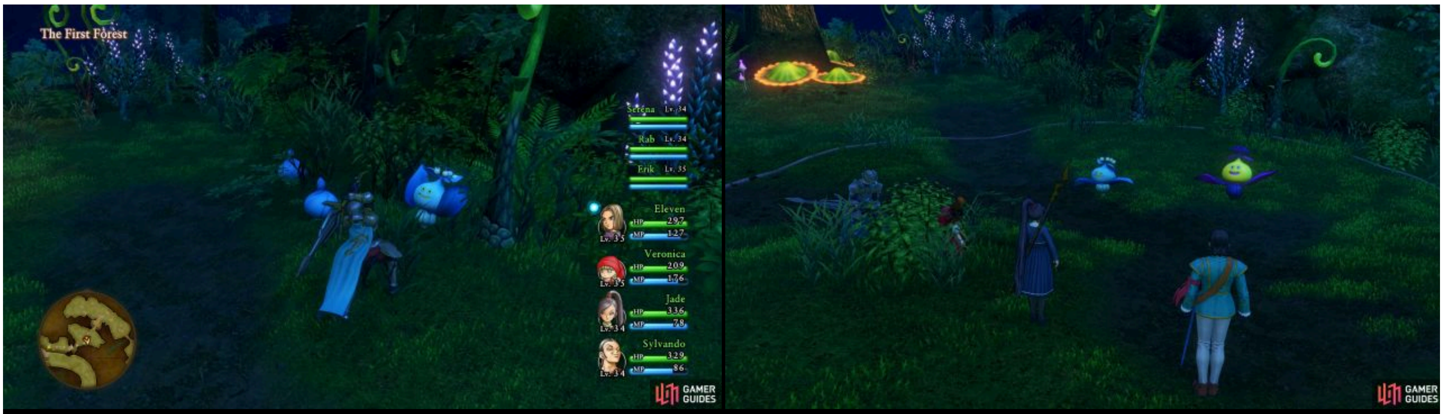


What luck! Eleven finds a spatter of molten globules.

Search beneath the large tree to the north of the First Forest to find the Red Kale for Quest 26 (left), then look behind it for a hidden chest. (right)

Cross more branches as you follow the path and as you ascend the tree, jump to your right to find a Sparkly Spot containing a **Belle Cap**. The path stays linear until you reach another intersection, continue north to find a golden Sparkly Spot under the large tree, this is the **Red Kale** needed for **Quest 26**. Search behind the large tree now to find a chest tucked away in the corner, open it to obtain some **Molten Globules**.

Return to the intersection and head into the hollowed out tree to find a Sparkly Spot containing another **Spellbound Bough** and then climb the vine. You'll encounter Sprite Bulbs here and you'll need to continuously fight them until a Wight Bulb appears in battle. Defeating this will allow you to obtain the **Wishteria Seeds** needed for **Quest 25**. Once you've obtained the item, continue up and onward to the Camp where the party decides to rest before their big day tomorrow.



Once you're near the top of the First Forest, fight Sprite Bulbs (left), you'll want to encounter the rare Wight Bulb for Quest 25. (right)

After the party reflects on their journey and morning comes to pass, Zoom back to Arboria. Head into the Grove of Repose and speak to the girl to hand over the seeds and complete **Quest 25**, you'll receive a **Healer** for your troubles. Next, return to the old man near the Cathedral and hand over the Red Kale to aid him in creating his soup. After sampling the soup for himself, you'll complete **Quest 26** and obtain a **Butterfly Baton**.

Zoom back to the First Forest Summit and save your game before heading up the path to the great altar. With the aid of the Orbs you've collected while travelling around Erdrea, a path opens up to Yggdrasil at long last and the Journey's end is in sight.

Warning

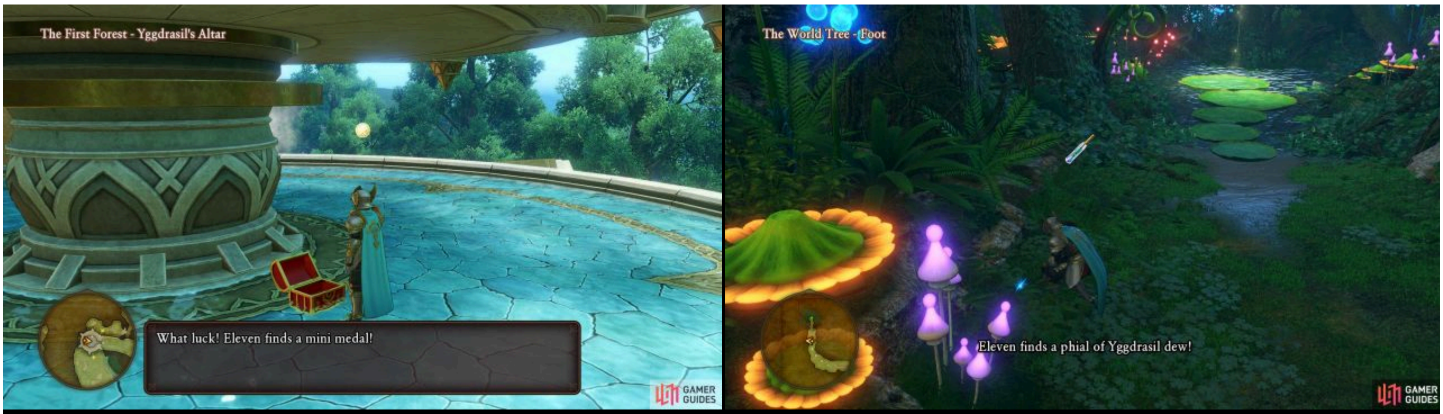
The following only pertains to the Definitive Edition of the game. Before you continue with the end of this part of the game, it's a good idea to have the following party members equipped with their best gear you can get: Sylvando, Jade, Erik, and Rab.

The World Tree

Sparkly Spots	Area
Superior Medicine	Foot
Yggdrasil Dew	Foot

Sparkly Spots	Area
Lunaria	Path to Heart of Yggdrasil
Yggdrasil Leaf	Path to Heart of Yggdrasil

As you may expect from The World Tree, the area is completely devoid of any monsters and it’s just a short trip to your destination. Begin by following the path and searching the Sparkly Spot for some **Superior Medicine**. Once you climb the ledge, you’ll come across a well which will take you back to the First Forest, do so and use the Magic Symbol within to reach the First Forest Once more. Back at the great altar, search behind it to find the final chest of the First Forest containing a **Mini Medal**, pocket the find and return to the World Tree. Continue past the well and loot the next Sparkly Spot containing a **Yggdrasil Dew** that will restore the whole party’s HP, save these unless necessary.



What luck! Eleven finds a mini medal!

Eleven finds a phial of Yggdrasil dew!

Return through the well back to the great altar and search behind it for a chest (left), Yggdrasil Dews are the best healing items in the game. (right)

Climb the Vine to reach the Path to the Heart of Yggdrasil where you’ll find two more Sparkly Spots containing a **Lunaria** and a **Yggdrasil Leaf**. Folow the one way path and reach the Heart of Yggdrasil at long last, approach it and watch the events that unfold.

The battle with Jasper is an unwinnable one, the orb in his hand will protect him from all damage. Instead, focus on survival with buffs and keeping yourself healed as long as possible. Eventually, Jasper will grow tired of the charade and end the battle. The events that follow will shock the very foundations of Erdrea and leaving the lives of everyone in question as Act I comes to a close.

The World Tree

Awarded for reaching Yggdrasil at last and learning the truth.

G 10

In Search of Hope

In the Definitive Edition of the game, upon finishing the first part, you will have to play through interludes before you can move on to the second portion. These will center on some events that happen to characters following the end of the first part of the game. This is also a reminder that if you are playing the original version of the game, then you can simply skip to the **Dawn of a New World** page for the second part. Also, after finishing the first part, you will witness a few scenes before the first interlude actually begins.

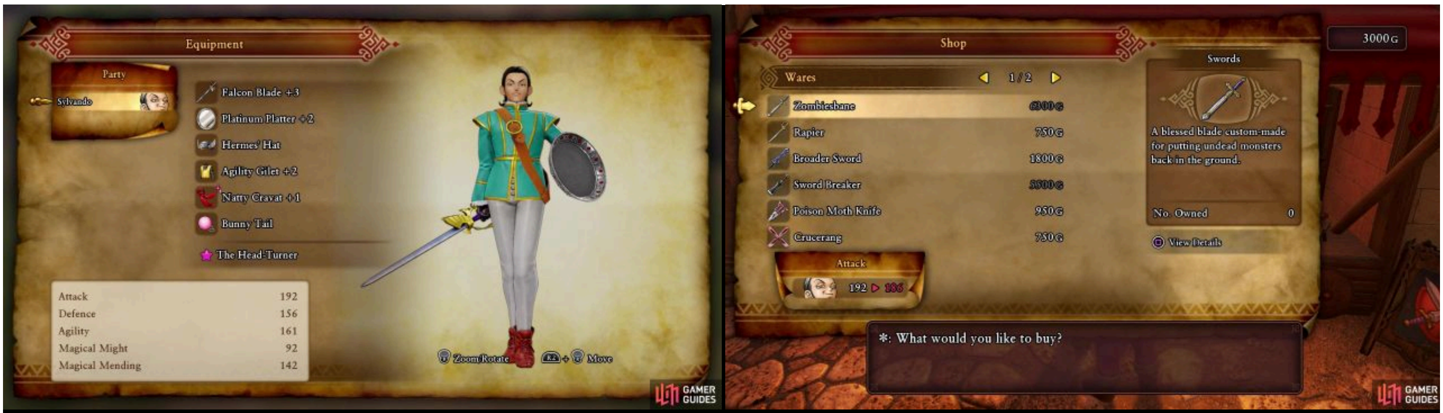
The first interlude will center on Sylvando, who is a bit down after the events that transpired at the end of the previous segment. Thanks to his friend, Dave, for slapping some sense into him, Sylvando decides to find some hope in this otherwise dark time.

Sylvando is hoping to put smiles on people's faces

Gondolia

The first stop on the new hope-finding tour for Sylvando is Gondolia. You are free to explore Gondolia here, but there isn't really anything new to get, in terms of treasure. Walk ahead a little bit and speak with the NPC with the pink bubble, Hercules, who talks about the Beastly Boys attacking whomever comes to the town. He also mentions that they stole the knapsack of a man who just arrived in town, so your goal right now is to find this man. If you open your inventory, you should see that the only items you have right now are those on Sylvando. This will be the case with each of the interludes, as your main inventory from prior to this, is locked off (likely because it all belongs to the Hero).

As already mentioned, there really isn't anything new to find in Gondolia, although the shops do have some new pieces of equipment. Unfortunately, if you've been keeping up with the Fun-Sized Forge, then your equipment should be better than what it available; it also doesn't help that you don't have enough money to actually purchase anything, either. If you do not have Hustle Dance (you should), then it might be wise to either go to the Church to get it, or head to the item shop to pick up some healing items. You don't really need to do a lot of fighting in Sylvando's interlude, but it doesn't hurt to have some back-up items in case.



Falcon Blade +3
Platinum Platter +2
Hermes' Hat
Agility Gilet +2
Natty Cravat +1
Bunny Tail
The Head-Turner

Attack	192
Defence	156
Agility	161
Magical Might	92
Magical Mending	142

Zombiesbane	6300G
Rapier	750G
Broader Sword	1800G
Sword Breaker	5500G
Poison Moth Knife	950G
Crucerang	750G

Attack
192 ▷ 186

A blessed blade custom-made for putting undead monsters back in the ground.

No. Owned 0

*: What would you like to buy?

You only have the items Sylvando had on him from the first part (left), You cannot really afford any new equipment for now (right)

To continue with the story, head to the large plaza/stage at the northern end of town, and check for a man standing by the waters. Speak to him for a cutscene, where he will eventually introduce himself as Tetsu, a blacksmith from Hotto. He tells you his story and Sylvando, who is himself, decides to help him out. You will be going after these Beastly Boys, who have been causing problems for one of the merchants in town. If you go back to the entrance of the town and with it at your back, the older brother's stall will be just to the left, at the start. Speak to all of them to trigger a fight.

The Beastly Boys, despite their name, aren't all too beastly and are kind of pushovers. You aren't alone in battle, either, as Dave will be helping you out. You shouldn't really need a strategy for taking them down, but target the one on the left first, as he can raise the enemy party's attack. After the battle is over, Sylvando will retrieve **Tetsu's knapsack** from them, as well as hear their troubles. Return to Tetsu and hand his knapsack back, then watch the scenes that follow. Eventually, Sylvando will be leaving Gondolia and as he does, the Beastly Boys will offer to join your group. Sylvando says yes and him and his merry band are now on their way to give hope to others.

Sylvando has put together a team to help his endeavor

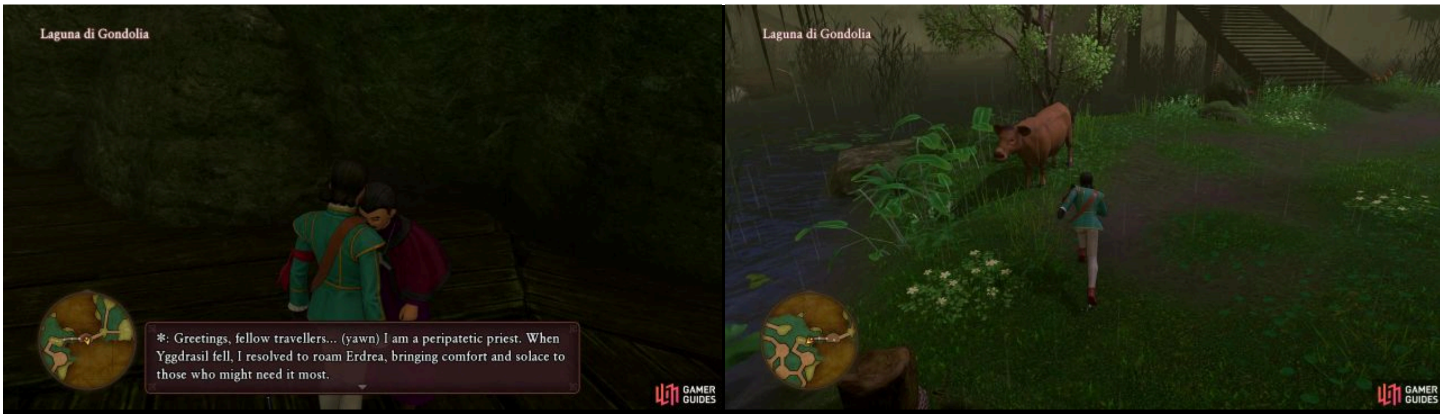
Laguna di Gondolia

Note that you cannot do anything in the direction of Grotta della Fonte, so ignore it and head straight towards the exit to the Gallopolis Region. There are some new enemies to be found here in the Laguna, but none of the entries are missable and you can always come back later to get those. Two of the enemies are Vicious variations of enemies you've faced before, meaning they are stronger and have more health, but they give more experience over their normal counterparts. The two Vicious enemies found here are the **Vicious Morphean Mushroom** and the **Vicious Midnight Horknight**. Should you choose to fight them (they're not all that dangerous, so it's not a bad idea to do it), make sure you keep tabs on Sylvando's health at all times.

Vicious Enemies

If you somehow missed a bestiary entry from the first portion of the game, like the Morphean Mushroom, as an example, defeating their stronger versions will also give you the normal entry.

Also, the three Beastly Boys will join you in battles from now on, so you will have up to five characters in your party, although you will only be controlling Sylvando. While you're making your way to the east, you will pass through a small cave, where you'll find a priest. He is tired from travelling around so much after the recent events, telling you that his mother used to give him some milk when he was a child. There is a cow nearby, but because of the state of the world, this cow is unable to produce milk right now. Head on over to the cow and speak to it (yes, it's a talking cow), triggering a little scene that will have your party cheer up the cow and getting some **Fresh Milk**. Bring this back to the priest and he will join your group. That's all for this area, so move on to the Gallopolis Region now.



*: Greetings, fellow travellers... (yawn) I am a peripatetic priest. When Yggdrasil fell, I resolved to roam Erdrea, bringing comfort and solace to those who might need it most.

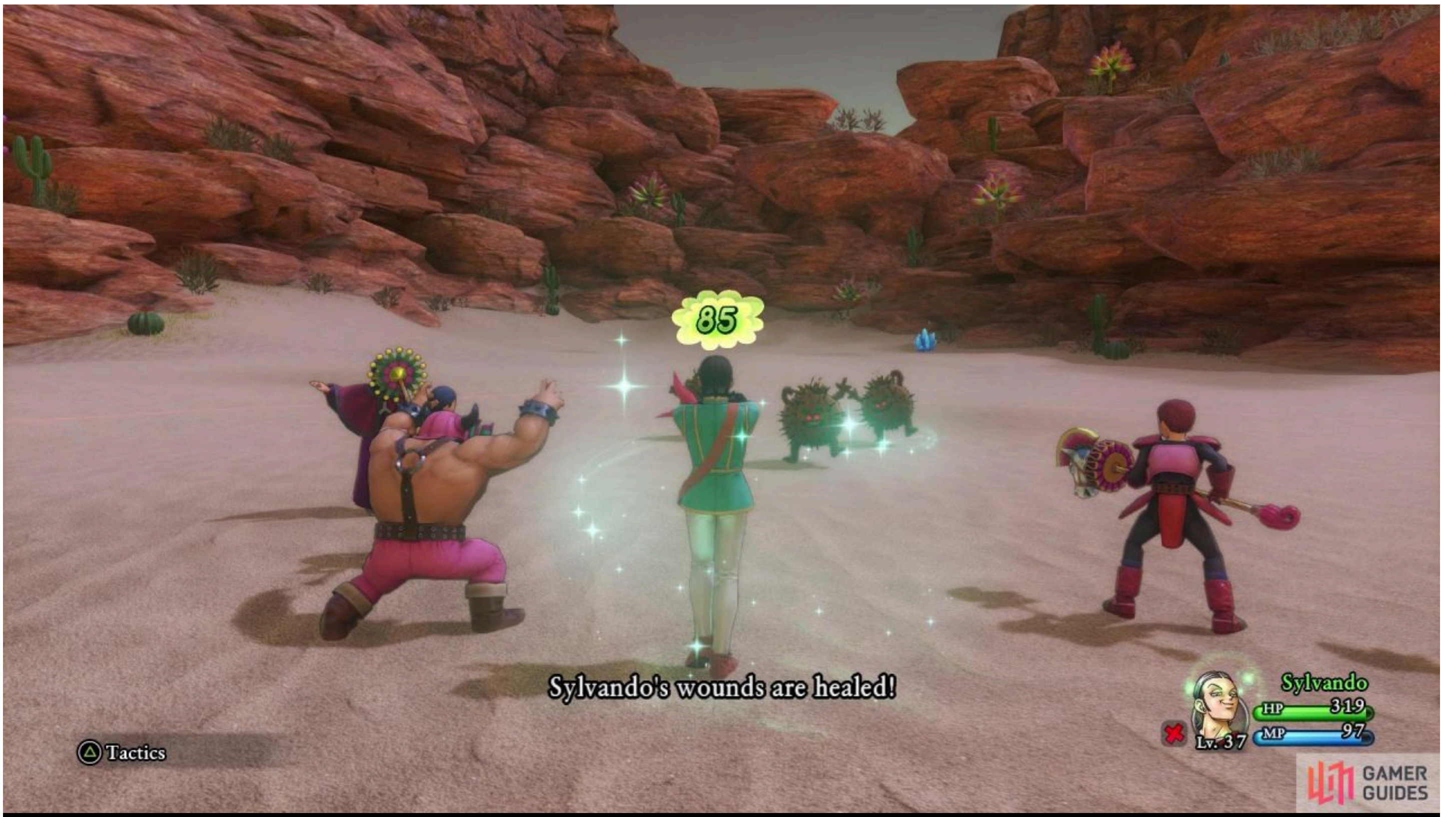
The priest needs some milk to help him fall asleep (left), The cow will be right next to the cave (right)

Gallopolis Region

As soon as you pass under the arch and start moving past the NPCs, the young one will stop you, as he recognizes you as the Great Sylvando. The circus in Gallopolis is in danger of shutting down, so he wants you to join it to help put on final big show. Agree to help him and he asks you to find two more people to join the show, noting that the desert is not a good place for it. With that out of the way, you are set to explore, with the same thing being said as Laguna di Gondolia. There shouldn't be any new treasures, since you should have gotten them all the first time.

There are some new enemies to add to your bestiary, if you want, but they're not missable. Start heading east, using the campfire to rest up and save, if needed, then make your way to the peninsula to the south of Gallopolis. As you approach the open area, a knight will plead for your help, as some monsters are harassing some people. Agree to help out and talk to any of the enemies to begin a fight against four

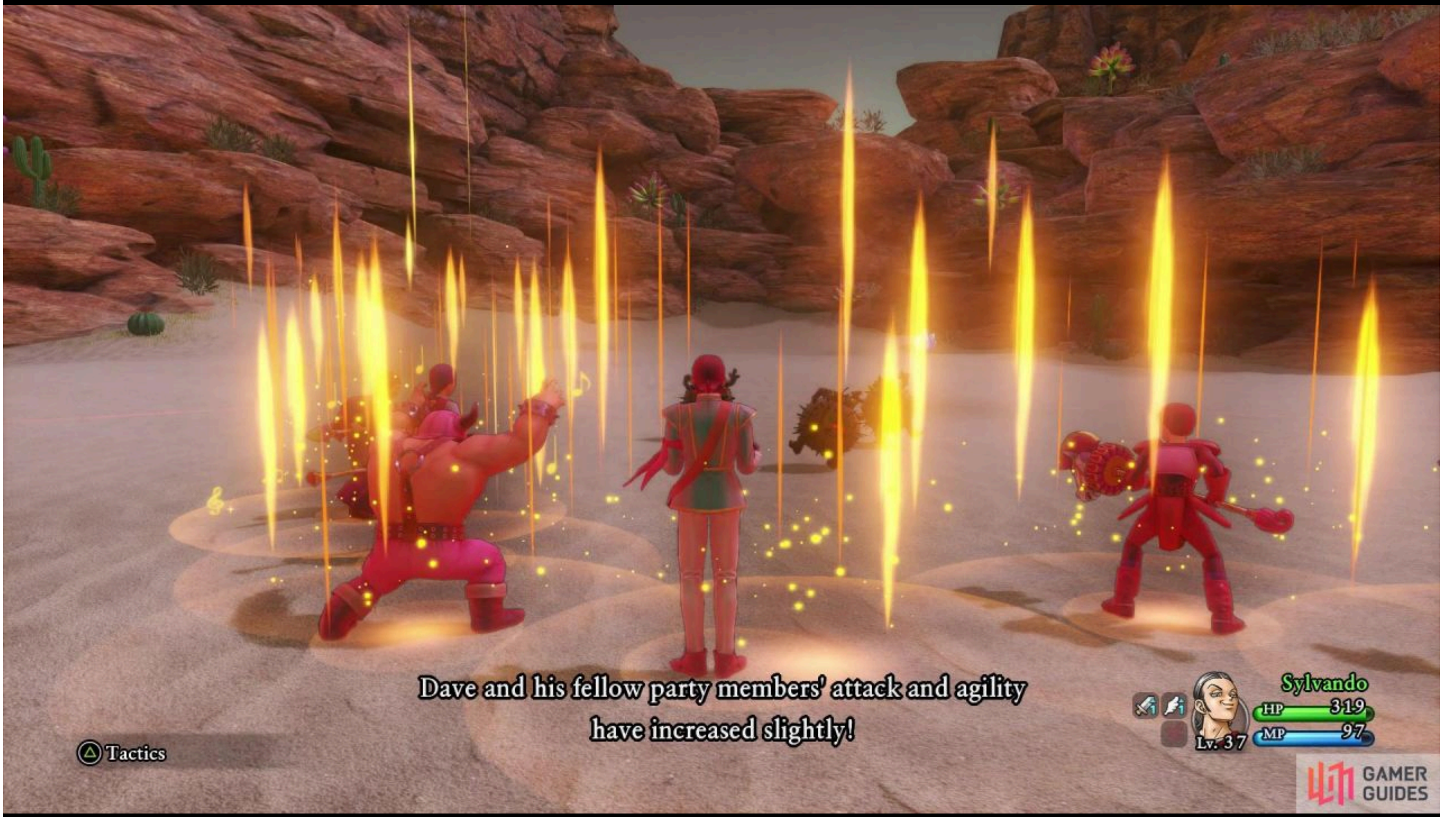
Vicious Fandangows. They are pretty much like your normal versions, so you know what to expect. Note that their sultry dance can cause characters to lose a turn, which can be annoying if it hits someone like Sylvando. Fortunately, the priest you recruited can use Midheal, so that's a nice backup for healing.



Sylvando's wounds are healed!

85
Tactics
Sylvando
HP 319
MP 97
Lv. 37

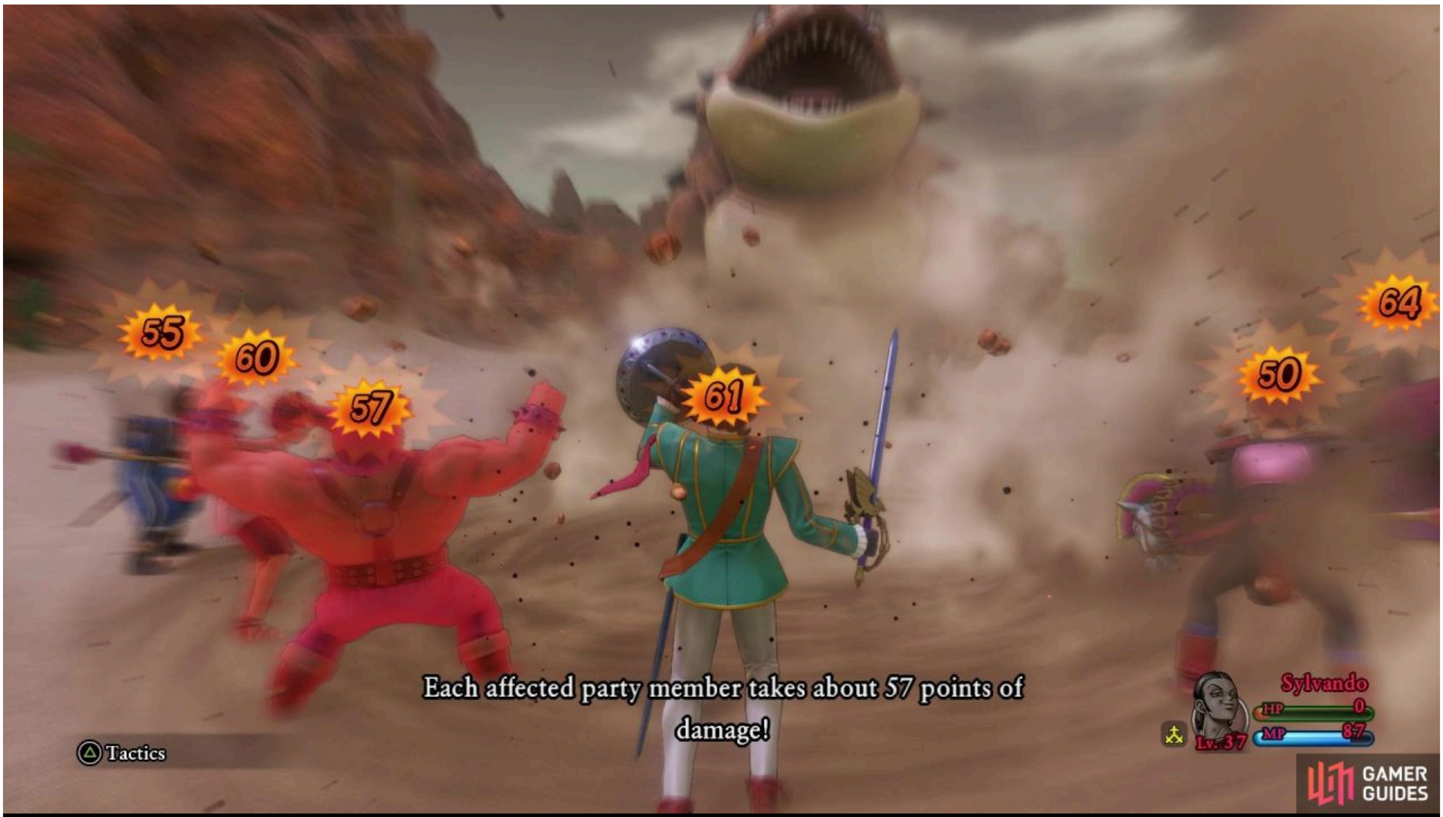
① The priest has access to healing spells



Dave and his fellow party members' attack and agility have increased slightly!

Tactics
Sylvando
HP 319
MP 97
Lv. 37

② The Beastly Boy trainee has a party-wide Oomph spell


Each affected party member takes about 57 points of damage!

3 It's best to avoid the large enemy called the Cactolotl

After the fight is over, the knight will ask to join your band, so allow him to do that. You will want to be careful to avoid the one big enemy in this little peninsula area, the **Cactolotl**. It's definitely stronger than you probably think, gets three actions per turn and will wipe the floor with your group. So, if you see it come out of the ground, ignore it and do not confront it at all. With that out of the way, though, you're done here and can head to Gallopolis itself.

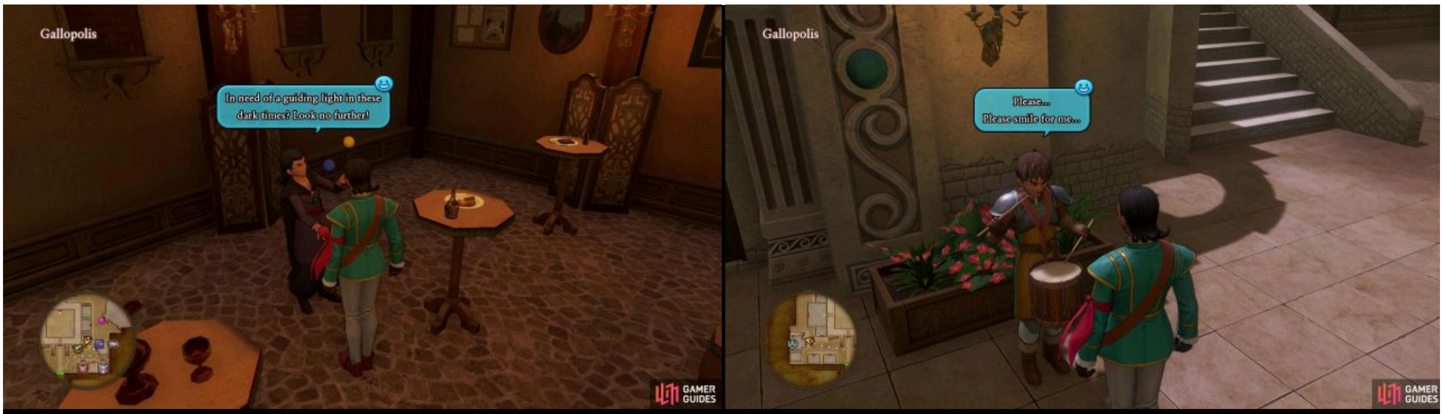
Note

With the recruitment of the knight, you will have too many people for your battles now. You can go to any campsite to choose the members to join you in fights, with a little blurb about what they can do before deciding on them.

Gallopolis

Your goal in Gallopolis is to find two more members for the circus, although there's one other little event you will want to do here, too. For starters, head on over to the tavern in the southeastern portion of the town, where you should see a man juggling. Speak to him to invite him to join, but he has a little test before he actually will. He will picture one of his juggling balls and asks you to choose the correct one, based on his clue. Pick the **red** option and you will have one of the two people needed for the circus.

The next member you need is in the southwestern corner, right in front of the church; he is a drummer, so he's not hard to spot. Before he will join the circus, he needs some help cheering up one of his friends. He gives you a description of her, as well as telling you she is in the northwestern portion of the city. Go north of the drummer, to the horse stables, and you should see a familiar horse at one of them. Yes, the drummer's friend is Margarita, Sylvando's trusty steed, who is down in the dumps. However, Sylvando and friends do a little dance to cheer her up, resulting in the drummer joining the circus. You will also receive a **dollop of horse poo** from Margarita.



The juggler is found in the tavern (left), while the drummer will be right outside the church (right)

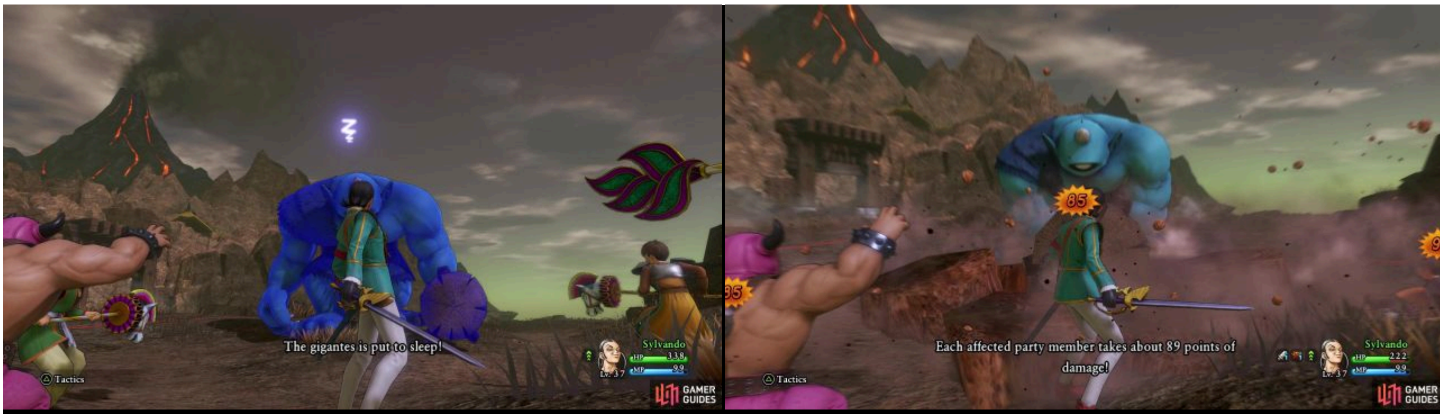
That's all you really need to do here, so head on over to the circus tent and speak to the one NPC outside, who directs you to talk with the ringmaster whenever you're ready. You get a sneak peek at a bit of the performance, then after it's over, you will gain three new members, which are the fortune teller, drummer, and the NPC who asked you to join in the first place. There's nothing else to be done in Gallopolis, so save your game, then exit the town and head towards the Hotto Steppe.

The Hotto Steppe

As with all other areas, there shouldn't be any items to find and there are some new enemies, none of which are missable, since you can come back later with a proper party. Continue north, talking with the one Slime if you wanted, then a little north of that will be an NPC with some kind of monster. Speak to him to learn that it's not truly a monster, but the recent events have caused some of the flora to go out of control. He has concocted some fertilizer to help bring the plant monster under control, but is missing one special ingredient, horse poo. Hand him the one you got in Gallopolis, and he will join Sylvando's band.

You're getting close to being finished with this interlude, so continue making your way to Hotto. As you cross the bridge to the north, you will come across a martial artist who needs help getting the nearby NPCs to Hotto to deliver some supplies. However, a monster is in the way and stole all of the food, so he needs help in vanquishing it. Feel free to use the nearby campsite to rest and save, as well as tinker with your party composition, if you wish. When you're ready, continue east and guarding the bridge will be the monster in question.

MINI-BOSS - Gigantes


The gigantes is put to sleep!

Each affected party member takes about 89 points of damage!

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The priest can actually put the Gigantes to sleep (left), It's a good idea to heal up after the boss' Crackerwhack attack (right)

This is definitely more of a mini-boss than a proper boss, considering the circumstances and all. It can act twice per round and is pretty much dependent on its brute strength. The Gigantes' normal attack deals somewhere around 60+ damage, and it can do a desperate attack for a lot more damage. **Crackerwhack** hits the entire group for around 80+ damage to everyone. Depending on your party makeup, though, the boss can be a little easier. For example, the drummer can boost the party's defense, while the Beastly in training can boost their attack. Also, the Gigantes can be put to sleep via the priest's sermon, which can definitely help. You should have Hustle Dance by now, so you can use that to heal.

Once you bring the Gigantes down, the martial artist will join your band, who will be the final one. Enter Hotto now for some scenes and to finish up Sylvando's interlude. Note that the outfit given to Sylv here depends on the number of people who joined your band. Don't worry, though, if you missed someone, as you can still get the best outfit later on, so it isn't missable.

Jade Journeys Forth

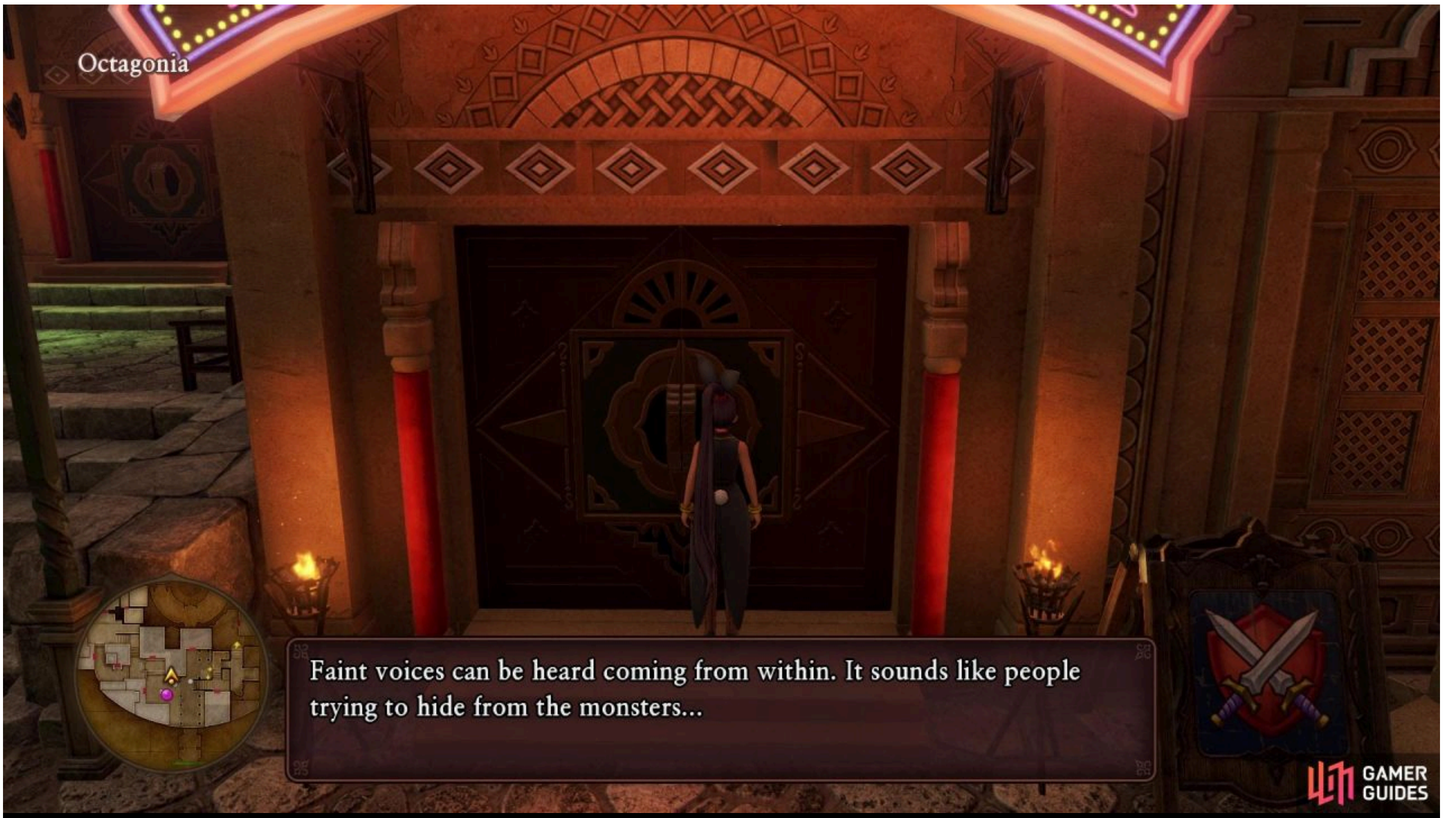
The second interlude will belong to Jade, as is evidenced by the title of it. She arrives at Octagonia, a place you should be familiar with, although she is warned that things aren't exactly the same as they used to be. Outside of the town are some Vicious Great Sabrecats and while you can fight them, it's probably better you didn't. Plus, they aren't missable, since you will be able to come back later on to get their bestiary entry. Head inside Octagonia now and you will see that the town has been overrun by monsters.

GAMER GUIDES

Jade journeys forth

You aren't really going to do any fighting right now, but you decide to help out someone who is being harassed by some monsters. The monster who took over the town, Booga, is on the third level, so that is where you will be going. Note that you can't purchase anything in town, since all of the doors are closed, since the people are hiding from the monsters. That means there's nothing for you to do, except go to the third floor and meet up with this Booga. Feel free to use the Goddess statue to save, then take the exit near it that's just up the stairs.

There's nothing to do on this floor, either, so continue to Booga. If you get lost, locate the monster with the pink bubble and use the path right next to him. Proceed up the stairs when prompted, and you will finally meet the monster in charge. He's taken a real shine to Jade and wants her to wear a special suit, although it takes a little coercion to make her wear it. Of course, being an evil monster and all, he goes back on his word and at the end of the scene, you'll be sucked into another dimension.



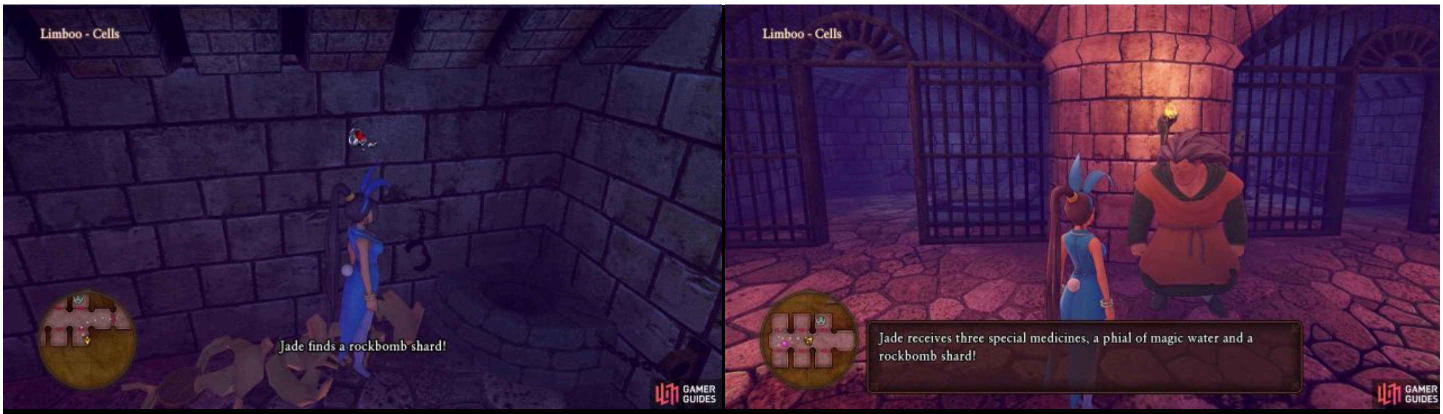
Faint voices can be heard coming from within. It sounds like people trying to hide from the monsters...

All of the shops are inaccessible while you're here

Limboo

When you regain control, head straight forward for a scene, where you witness what is truly going on here. Continue forward after the scene has finished, heading to the Cells area. You can find a few things here, so head towards the row of cells, and enter the southeastern one first. Break the pots here to find a **Rockbomb Shard**, then smash the pots in the north-central cell for a **Special Medicine**. The big guy in the northeastern cell will act as a church, so make sure to save your game. None of the other cells have anything and to continue the story, go into the southwestern one.

You will meet up with fighters from the tournament, including Vince. You learn about what's happening in this dimension, as well as the monster running it. When someone comes to take one of the participants to "pay their debt," Jade volunteers to take his place. Start walking to the entrance and along the way, one of the prisoners will give you **3 Special Medicines**, a **Magic Water**, and a **Rockbomb Shard**. If you're planning on using these, make sure to place them in Jade's inventory, but you cannot lose the following battles, due to a certain suit given to you. When you're ready, speak to knight monster guarding the exit to start the gauntlet.



Jade finds a rockbomb shard!

Jade receives three special medicines, a phial of magic water and a rockbomb shard!

You can find some items in the cells (left), This NPC will hand you some free items before you go fight (right)

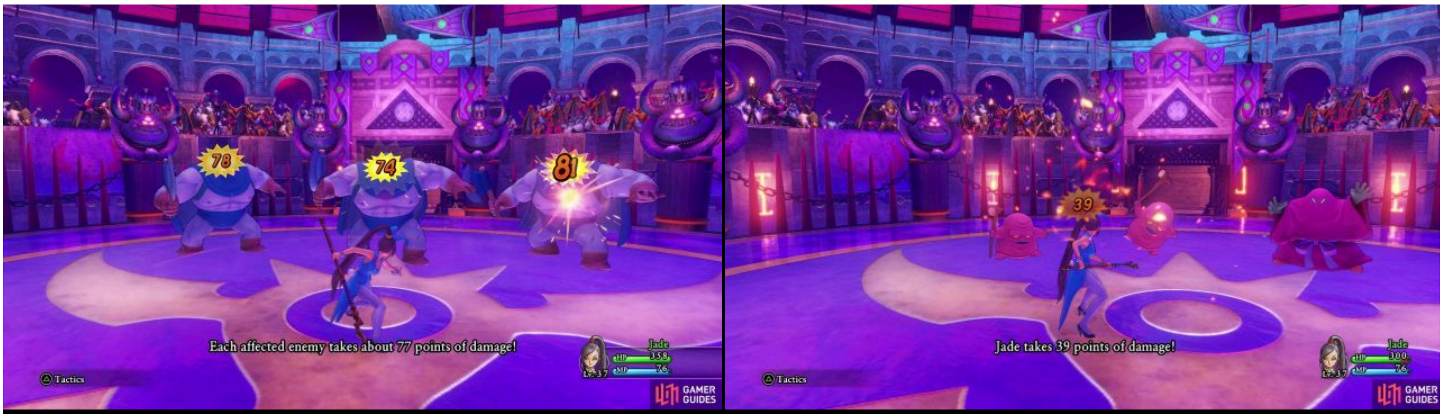
Fight 1 - Boodiful Hoodlums

All three enemies here are physical attackers, who will usually either do a normal attack, Fizzle, or use Muster Strength to have a stronger attack on their next turn. As previously mentioned, if you get defeated in battle, the Hare-Raising Suit you have on will automatically revive you, causing the enemies to flee. However, you probably want to win these battles, as Jade will gain experience. If you headed straight for Multithrust, then you should have Party Pooper, so use that to hit all three enemies at once.

The second fight will start immediately.

Fight 2 - Boodiful Wizard, Boodiful Hocus-Poker

The second fight will have you against magic users. The Hocus-Poker can use both Boom and Anathematise, the latter of which will reduce your resistance to magic. The Wizards, on the other hand, can use Frizzle, Decelerate, and Kasap. Since their physical prowess should be limited, Kasap won't be a problem, and you will always get a turn in each round, no matter what. Frizzle does do a bit of damage, in the range of 60+ damage. Therefore, it's probably better to concentrate on the Wizards first.


Each affected enemy takes about 77 points of damage!

Jade takes 39 points of damage!

Party Pooper is a great attack against enemy groups (left), The Wizards should be first priority during the second fight (right)

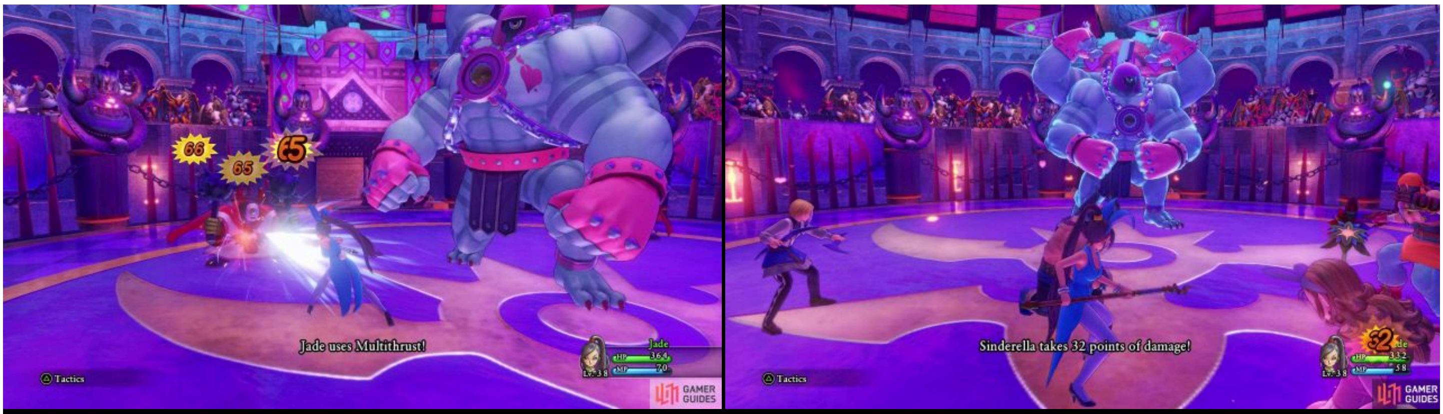
Fight 3 - Boodiful Sootbonce, Boodiful Smogbonnet

The Smogbonnets have an attack that can poison Jade, so you will need to be careful about that, although there's really nothing you can do about the poison. Their physical attacks are pretty weak, but it can add up a bit, since there are six enemies. The biggest thing you want to prevent is them being pepped up, as one of each can perform a maneuver together called Just Claws. While you still can't be defeated, you can simply eliminate one set of enemies as soon as possible.

There will be a scene after the third fight, with you having to fight Boodica herself. Thankfully, you will have some help here, in the form of the former tournament fights, including Vince.

BOSS - Boodica

Boodica is joined by her Right-Hand Man and Left-Hand Man in this battle. Both of them have around 350 HP and use the same spells, which includes Acceleratle, Kasap, Kabuff and Boom. If you plan on making this fight over in a flash, you should take them both out quickly. Since you can't control your companions, just use Multithrust on each of them and hope your friends focus fire on them to bring them down. Boodica has a few more attacks up her sleeve, other than a normal attack that you probably know is strong, considering her size and all.



Jade uses Multithrust!

Sinderella takes 32 points of damage!

Go after the lesser enemies first (left), Boodica's flexing can charm some of your comrades (right)

She has around 1600 HP and can act twice per round. Boodica also has a chance to pep up during combat, which comes with all of the usual increases in stats/damage. Whenever she flexes, your characters will either be mesmerized or all of the enemies will have their attack increased. Boodica also has a multihit attack with her fists, dealing a good bit of damage. There is also a boulder she can toss, doing upwards of 100+ damage to the entire group. Thankfully, Sinderella can use Midheal to keep you fresh, plus she also has access to Oomph to increase the power of your Multithrusts.

Once you finish Boodica, watch the events that follow, bringing an end to Jade's interlude.

Erik's New Acquaintance

Erik wakes up in a cell and while pondering about a jailbreak, he hears his cellmate's voice, who turns out to be a Healslime. He ends up healing Erik and introduces himself as Healijah. He also opens the cell door, as well as giving you your stuff back that the guards nabbed from you. As with the other interludes, only the items equipped to Erik prior to the major event are included here, as you won't be able to access your main inventory at all during this. You can also use the mat on the ground to rest, if you need to do so.

Erik's Interlude

Items	Area
Steel Broadsword	Right before first hole you crawl through
Seed of Skill (Cannibox)	Northwest chest in room with five chests
Seed of Skill (Cannibox)	Southeast chest in room with five chests
Soarin' Steel	Southwest chest in room with five chests
Batterfly Knife	Northeast chest in room with five chests
Hideout Key	Center chest in room with five chests
Seed of Deftness	In room with save statue after big lift
Agility Ring	In room with save statue after big lift
Disturbin' Turban	In Great Hall, on top of western wooden platform

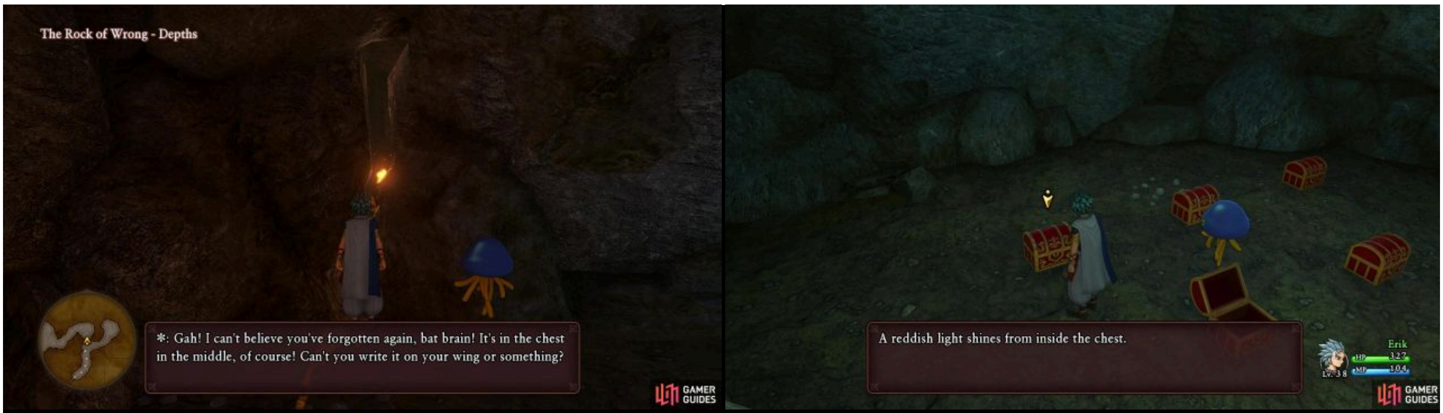
Sparkly Spot	Area
Rockbomb Shard	In room with enemies just after climbing down vine near save statue
Superior Medicine	In room after second lift
Superior Medicine	In tunnel past Living statues
Rockbomb Shard	In Great Hall, behind one of the wooden platforms

Monsters	HP
Drackyma	~100
Grinade	~150
Grublin	~60
Hunter Mech	~155
Liquid Metal Slime	~3
Living Statue	~300
Miasma	~80

Note

The HP values above are estimated from their normal counterparts during the main story. They may have lower HP values than normal in this interlude. However, there are no new monsters here (and no missable items), despite this being an area you cannot revisit after finishing it.

Exit the cell to see two doors in the next room, although the northern one is locked. You will see random encounter enemies throughout this interlude, although there is really no need to fight any of them. For now, take the exit in the southeast and open the chest there for a **Steel Broadsword**, then crawl through the opening next to it. Follow the path behind it, until you see a crack in the wall, where you can listen in on some guards. They will mention the location of a key, saying it's in the middle chest, which will come in handy very soon.



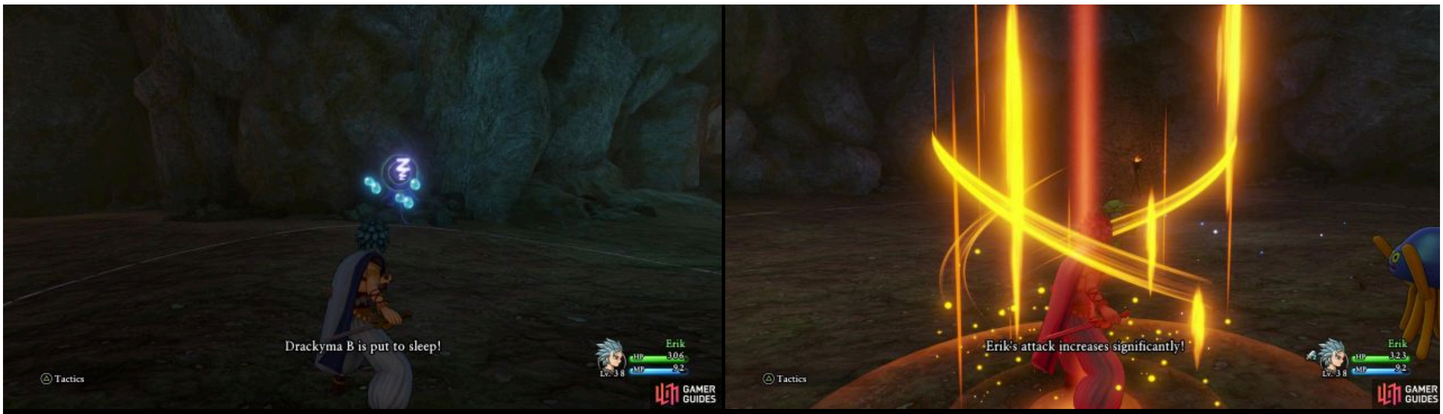
*: Gah! I can't believe you've forgotten again, bat brain! It's in the chest in the middle, of course! Can't you write it on your wing or something?

A reddish light shines from inside the chest.

Eavesdrop on the guards behind this crack to learn where the key is located (left), You can use the Peep spell to learn is a chest is trapped or not (right)

Continue down the path and you will reach a deadend with five chests. If you remember the clue from the guards just a second ago, then you know the key you need is in the central chests. However, the other chests contains more goodies, although two of them are Canniboxes (northwest and southeast). Defeat those two and you will receive **2 Seeds of Skill**. The southwest chest contains a **Soarin' Steel** and the northeast one will be holding a **Batterfly Knife**. Open the middle chest to find the **Hideout Key**, which is needed to open that one locked door from before.

Return to the first room and open the northern door to find more paths to take. The eastern one just takes you to where you overheard the monsters from earlier, who will fight you if you decide to speak to them (just normal monsters). At this point, it should be briefly mentioned that Healijah joins you in battles, where he can heal you, cast Oomphle, and Kasnooze, so he's a pretty good ally here. Return to the previous room and continue north, until you run into some more monsters talking to one another. Thankfully, you don't have to fight them, as the pair concoct a plan to distract them and knock them out.



Drackyma B is put to sleep!

Erik's attack increases significantly!

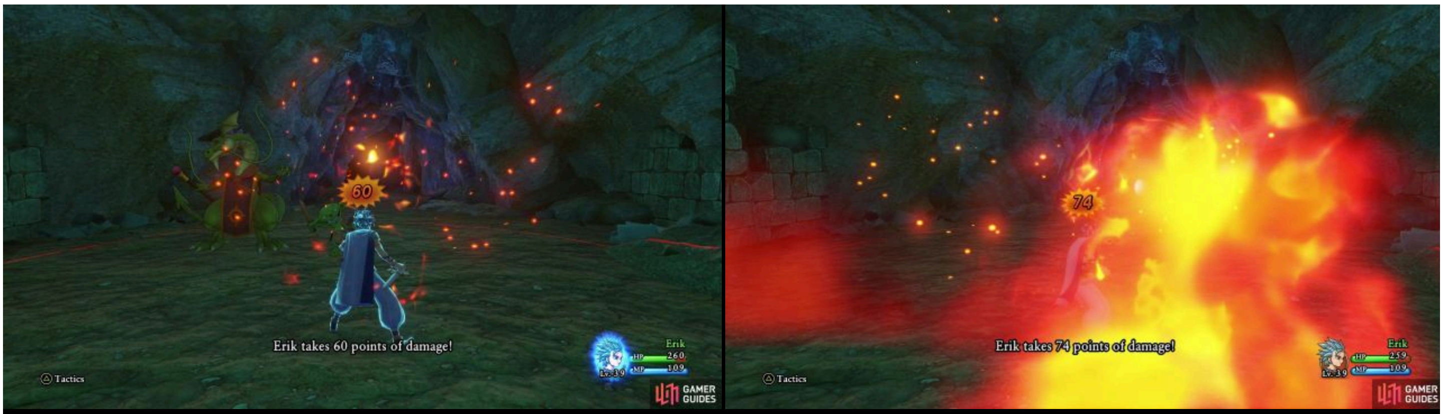
Healijah can put enemies to sleep (left), as well as buff your attack (right)

Once you regain control, keep moving north, ignoring the doors here, as they are locked. Instead, climb the ledges and move onto the next area. You'll see a bunch of enemies below you, meaning you aren't going to go that way. Keep to the upper ledge and follow it to another small hole you can crawl through, leading to the Ancient Ruins.

The Rock of Wrong - Ancient Ruins

This tunnel here is straight, so follow it to the end and step on the ornate platform to see that it moves straight across the chasm. You will find a statue on the other side, where you can not only save, but it also restores your HP and MP. Nearby will be a vine that you can use to descend (you will get that Sparkly Spot on the upper ledge in a little bit). Enter the open area with enemies and grab the Sparkly Spot here **(Rockbomb Shard)**. Ride the next lift and loot the Sparkly Spot **(Superior Medicine)** in the next room, which is the one right above the previous vine.

Continue past the Living Statues, looting the Sparkly Spot **(Superior Medicine)** along the way to the next lift. You will find yourself at what looks like a deadend, but there is an inactive lift here. It needs some power to make it run, which Healijah volunteers to do, but of course monsters appear to disrupt your plans. You will have to fight through three sets of enemies, although you can choose how to go about them. Simply approach each set of monsters to initiate combat with them. The Grublins are easy enough enemies that should go down quickly, while the Professaurus has some magic in its arsenal.


60
Erik takes 60 points of damage!
Tactics
Erik
74
Erik takes 74 points of damage!
Tactics
Erik
GAMER GUIDES

The Professaurus can use Frizzle to deal some good damage (left), as well as the Bobonga and its fire breath (right)

The Diethon can poison you, although that shouldn't be much of a problem. The Bobonga can breath fire at you, which does around 70+ damage, so keep an eye on your health. It should be mentioned that Healijah doesn't join you for these fights, but he does fully restore your HP and MP in between the bouts. After defeating all three sets of enemies, Healijah gets the lift running, so you can take it to the next area. Here, you will find another save statue that heals HP/MP, as well as two more chests on the ledges, containing a **Seed of Deftness** and an **Agility Ring**. The hole in the wall next to the latter treasure will lead to the Great Hall.

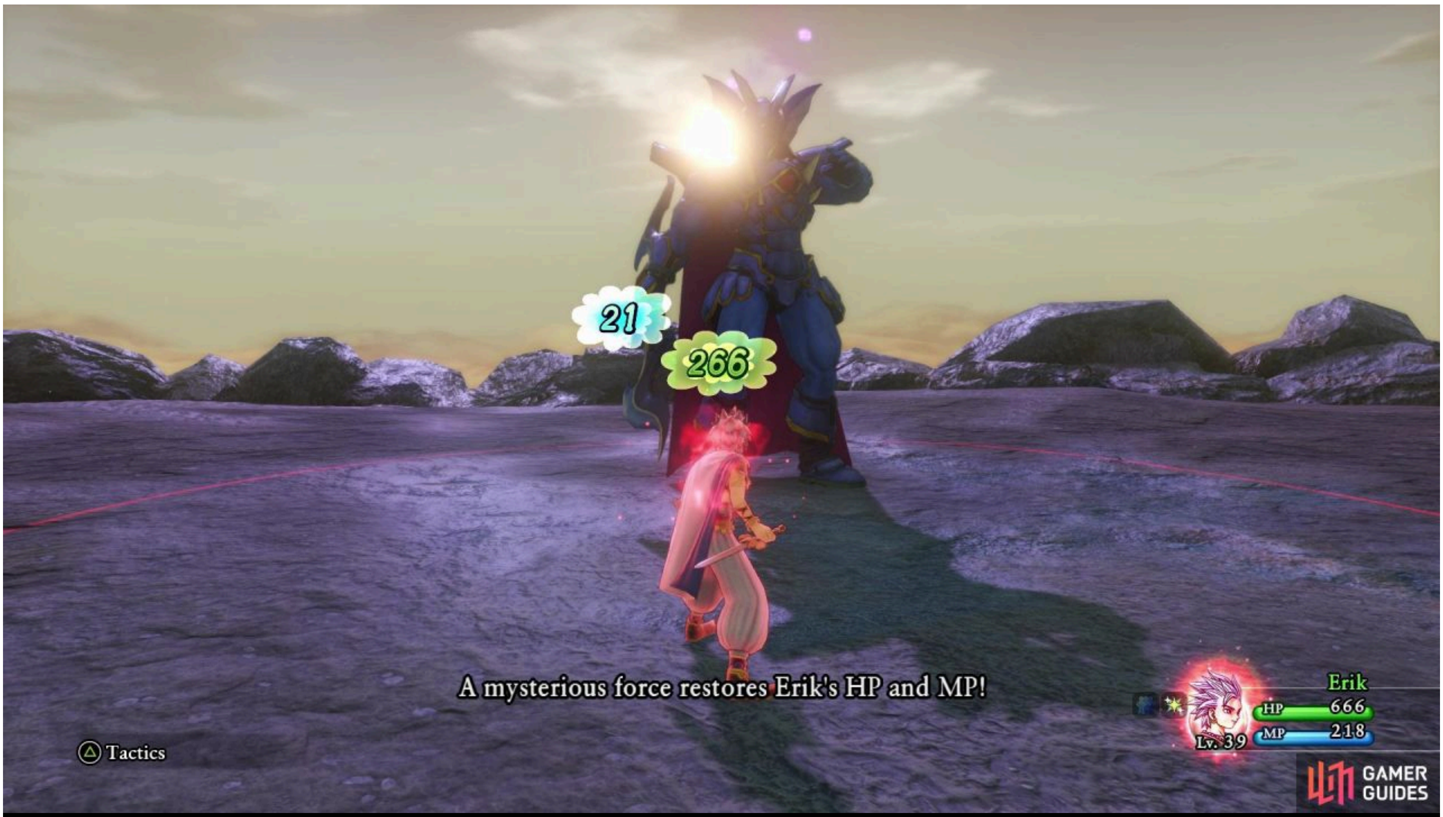
The Rock of Wrong - Great Hall

This is the giant room that had all of the monsters in it earlier, but it's pretty empty now. Go on over to the wooden stage and behind it will be the final Sparkly Spot **(Rockbomb Shard)**. Also, on the western wooden platform, at the atop, will be one final chest, that contains a **Distubin' Turban**. You can also go through the big, double doors on the eastern side, leading you to the other side of that one locked door from earlier. However, there's no reason to do this, as this area is inaccessible after you're finished with it, meaning you won't be coming back at all.

Exit to the north to discover an open area, as well as the fact that you're pretty high up in this fortress or whatever it is. Before you can do anything, the master of this place, Indignus, appears and sics some enemies on you. You are up again a Dragon Rider, Vicious Chihuawyrm, and a Skelegon, all of which are enemies you will encounter later on, but they're a little weaker here. Go for the Chihuawyrm first, then the Skelegon second, and Dragon Rider last. When you defeat those, watch the following scene, then it's time to take on the big man himself, Indignus.

BOSS - Indignus

Well, it'll be pretty difficult to lose this battle, considering you have more stats than normal, as well as crazy regeneration for both HP and MP. Unless you are ill-equipped or something, where Indignus does more damage than your regen, this is a good fight to test how Erik plays. Divide is one of Erik's best abilities, since it basically allows him to triple his damage output. Combine this with something like the ailment skills to see some huge damage.


21
266
A mysterious force restores Erik's HP and MP!
Tactics
Erik
HP 666
MP 218
Lv. 39
GAMER GUIDES

Your regeneration makes this battle impossible to lose

Upon winning the battle, watch the scenes that follow and you will be finished with Erik's interlude.

Lord Robert and the Kingdom of Dreams

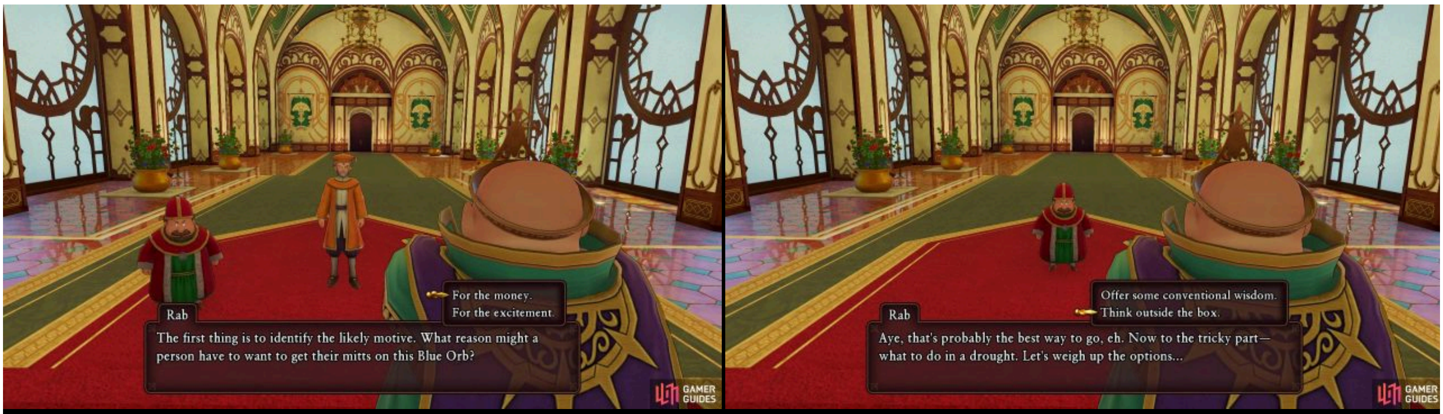
You have finally come to the fourth, and final, interlude before you can continue your journey after the major events at the end of the first portion of the game. The final interlude centers on Rab, where he will wake up in a white space. Not long after that, Rab will see a bunny girl in front of him and like the old man he is, he decides to try and get some "answers" from her. Chase after the bunny girl and try to speak to her, which should trigger a bright light and change of scenery.

Rab's interlude

The King of Dundrasil

Rab will now wake up in a familiar place, the Dundrasil of old. Once you regain control, you will have to head to the throne room, which is on the opposite side of where you start. You can't really explore just yet, so head straight to the throne room. It seems you have an important audience soon, so take a seat on your throne (the one on the left) until it begins. You'll be joined by your daughter and someone else, so watch the scene and say "yes" when prompted, only for a transition to hit, leaving Rab all alone and with the bunny girl reappearing. While it looks like you can explore, you only get a small slice of it.

To start off, head into the northern room that is off of the throne room, where you will find a **Sage's Elixir** in one of the cabinets there. You can't enter the room to the south, so exit the throne room all together now to find Irwin standing there. Agree to help him with his problem, then you'll be placed back in the throne room. Sit back on your throne to get started with the royal audiences. You'll have three people come to you with their problems, and you will have to give them advice. This has no bearing anything gameplay-related, so you can just say whatever you want here. Note that you will get a confirmation option at the end of your choices, so you do have a chance to change them, if you wanted.



Rab

The first thing is to identify the likely motive. What reason might a person have to want to get their mitts on this Blue Orb?

Rab

Aye, that's probably the best way to go, eh. Now to the tricky part—what to do in a drought. Let's weigh up the options...

You can choose how you want to answer here (left), although the outcome has no bearing on anything in the story (right)

With that out of the way, it's time to go around the castle and see if anyone needs your help with their matters. Exit the throne room and look for the man at the top of the stairs, right by the priest that saves your game. He wishes to ask you some questions to see your formidable intellect in action, so it's time for some "trivia." The answers are as follows:

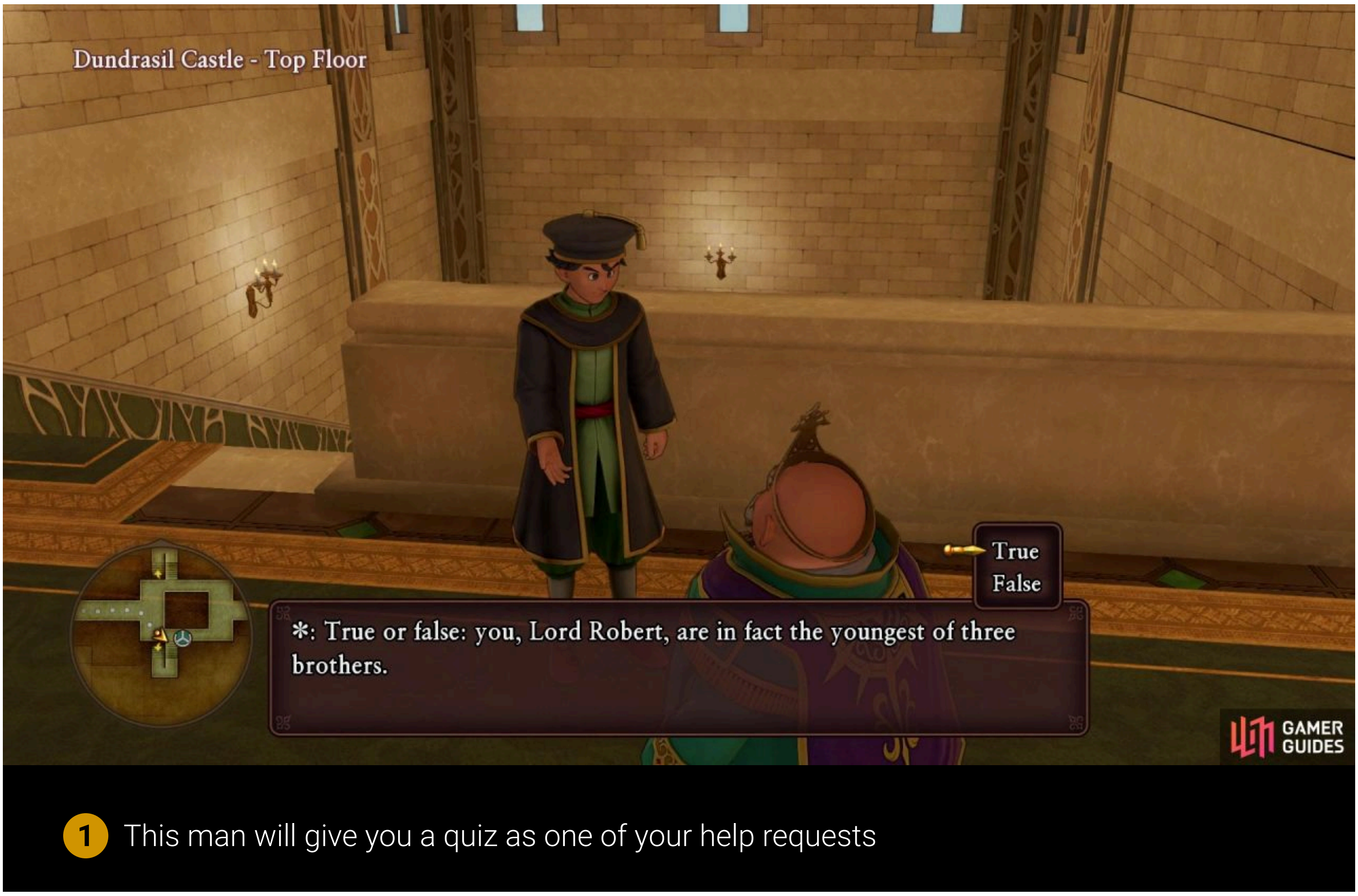
- True
- False
- True
- False
- True

Getting all of them correct will have him reward you with a **Seed of Magic**. Head downstairs and look for the one guard standing on the western side of the garden. He is having some problems articulating his feeling for someone in the castle, so he asks you to hand over a **pretty posy** to the person in question. The only clues you have to go on here is that they are wearing green and have red hair. There are three people that fit this description and giving the flower to any of them will still give you the same reward. The peoples' locations are as follows:

- Older woman on the eastern side of the same floor
- Man by the fountain
- Maid on the top floor

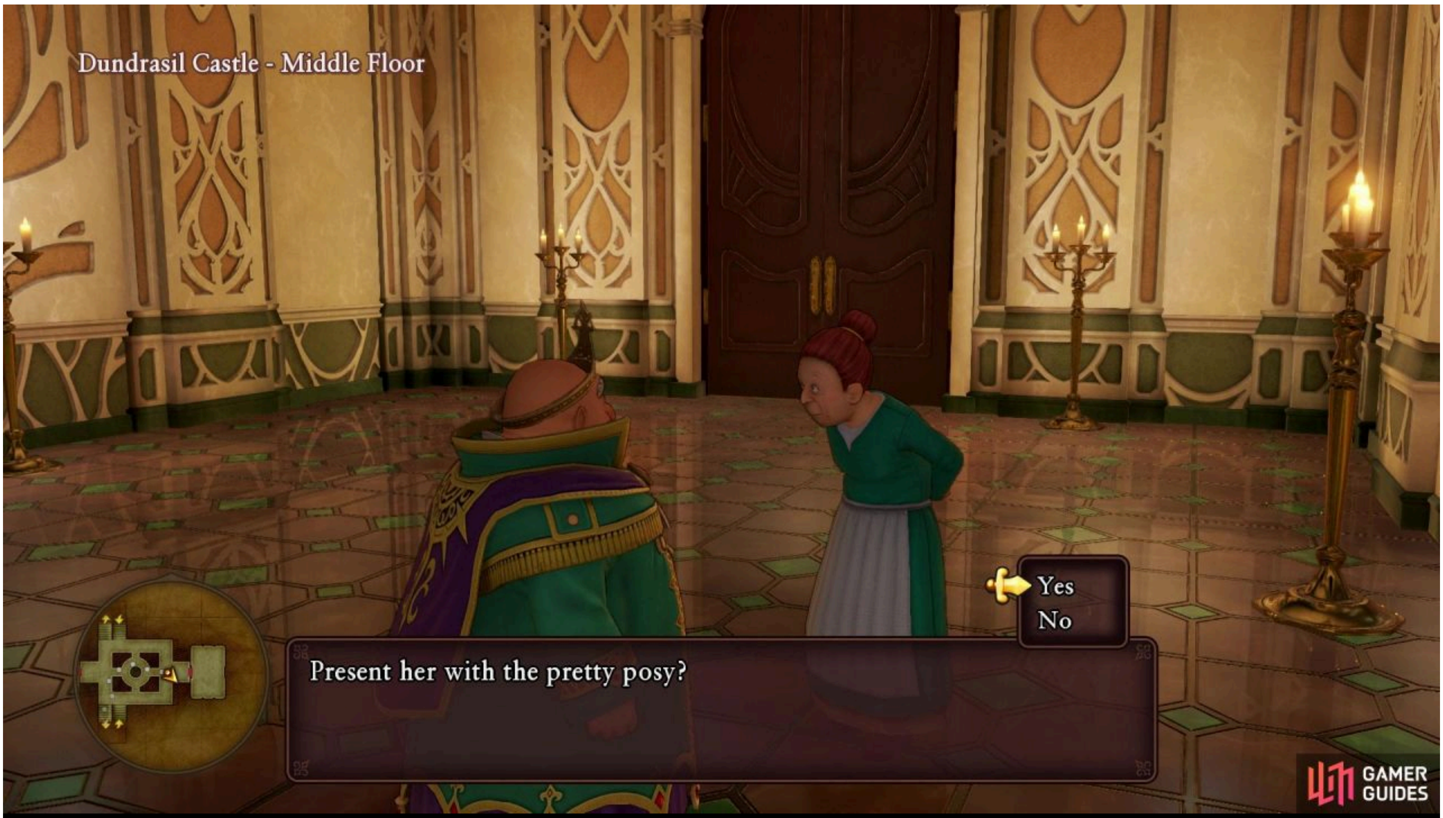
No matter what you choose, you will be rewarded with a **Pretty Betsy**. For the last person in need, enter the room on the eastern side of the middle floor. Look in the northeast corner of this room to find two pots, one of which will contain a **Special Antidote**. Speak to the well-dressed man to find out that the supply of pepper has been accidentally spilled. He wants you to help find a something else from the castle that is nice and pungent. As with the previous request, there are three different options here, although they will all lead to the same reward. Those options are as follows:

- Pie in Rab's room (north side of throne room)
- Plant on side in hallway leading up to throne room
- Plant in main garden on middle floor



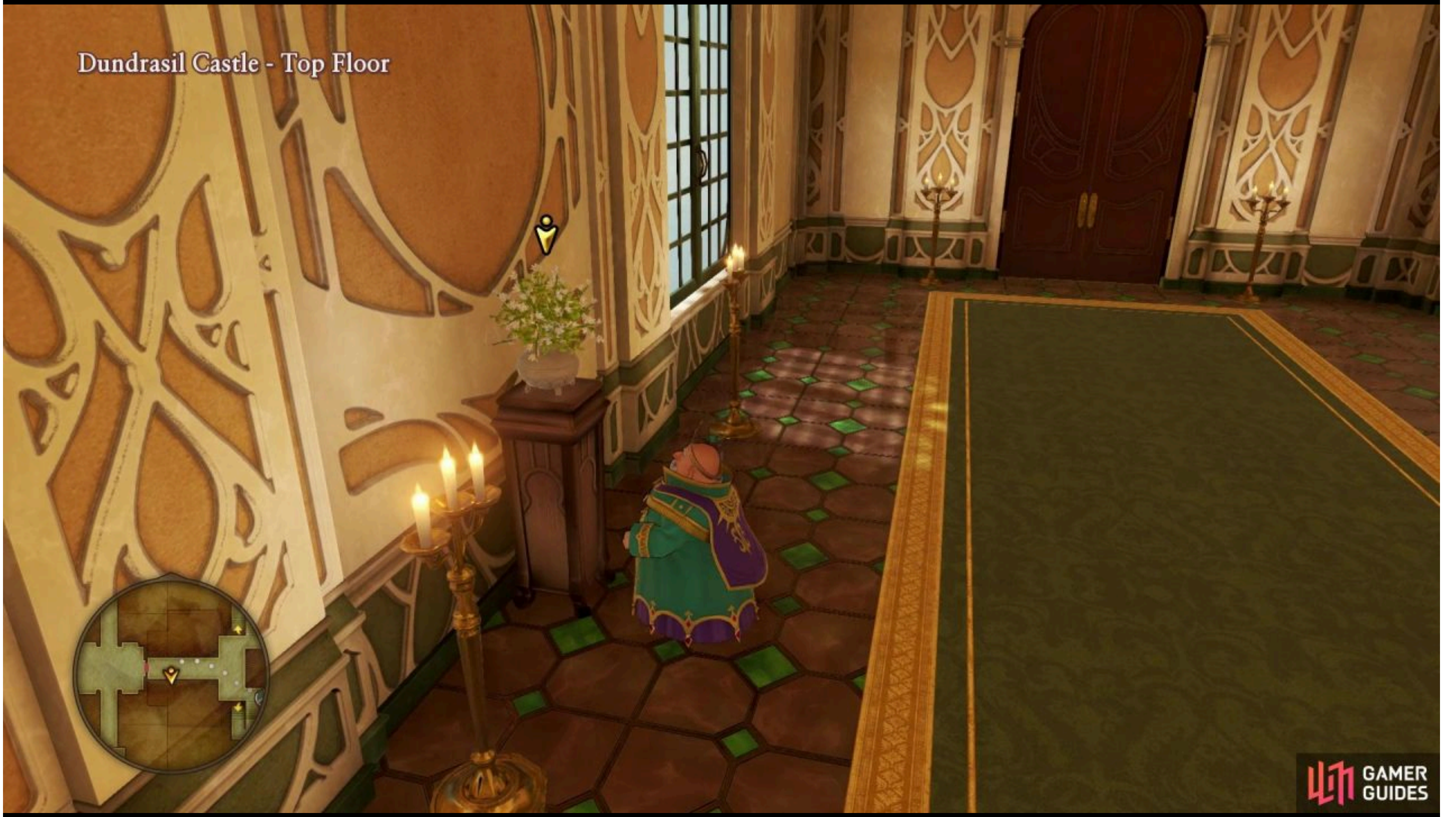
*: True or false: you, Lord Robert, are in fact the youngest of three brothers.

① This man will give you a quiz as one of your help requests


Dundrasil Castle - Middle Floor
Yes
No
GAMER GUIDES

Present her with the pretty posy?

2 This is one of the people you can give the flower to for the guard's request


Dundrasil Castle - Top Floor
GAMER GUIDES

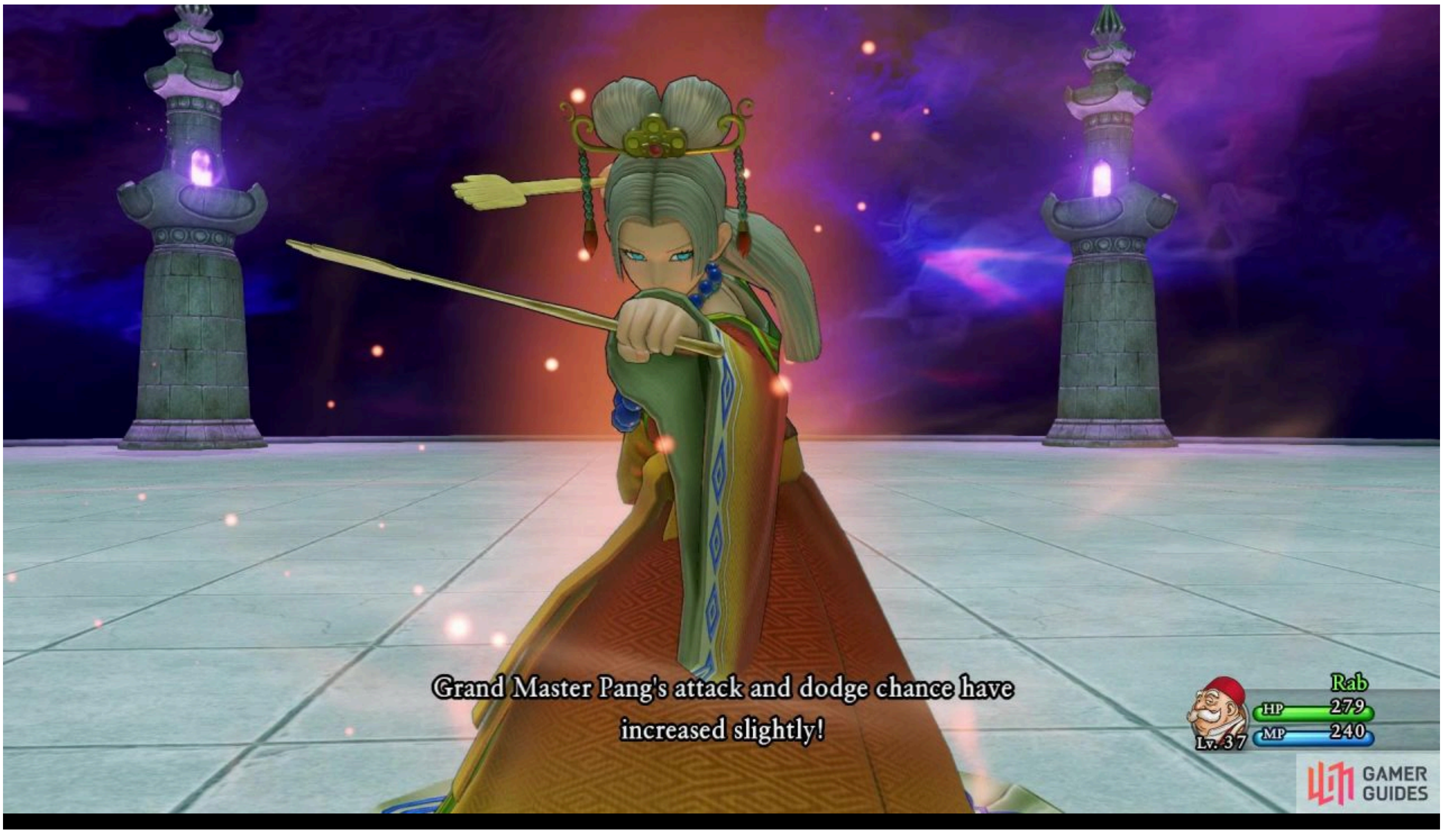
3 Here is one of the items you can get for the cook's request

If you have trouble locating any of the above, go to the location listed and look for a yellow indicator once you get close enough. Bring whichever item you got back to the NPC to receive a **Seed of Strength**. With all of the help requests out of the way, find Irwin in the main garden on the middle floor and speak to him. This will lead to a scene, then you will be alone once more, with the bunny girl once again. While still in the room, check the cupboards in the one corner to find a **Dieamend**. Exit the throne room and follow the bunny girl as she goes around in a circle on the third floor here. Once you reach the southern stairs, go down them and into the nearby room, where another scene will take place.

When you finally have control again, check the southeast and northwest corners to find some pots, with each of them containing a **Wakerobin**. You can speak to some of the people in the room, with the results from your earlier audiences being showcased (although it doesn't really matter). Speak to the young Hero to continue, who will go around the room to said NPCs just described. Talk to him at each point he stops, then it will continue with some more story. Exit the room and speak to the bunny girl, choosing "yes" both times, then it's time to continue on to the actual good bit. Walk up the stairs and enter the door, then get ready for a boss fight.

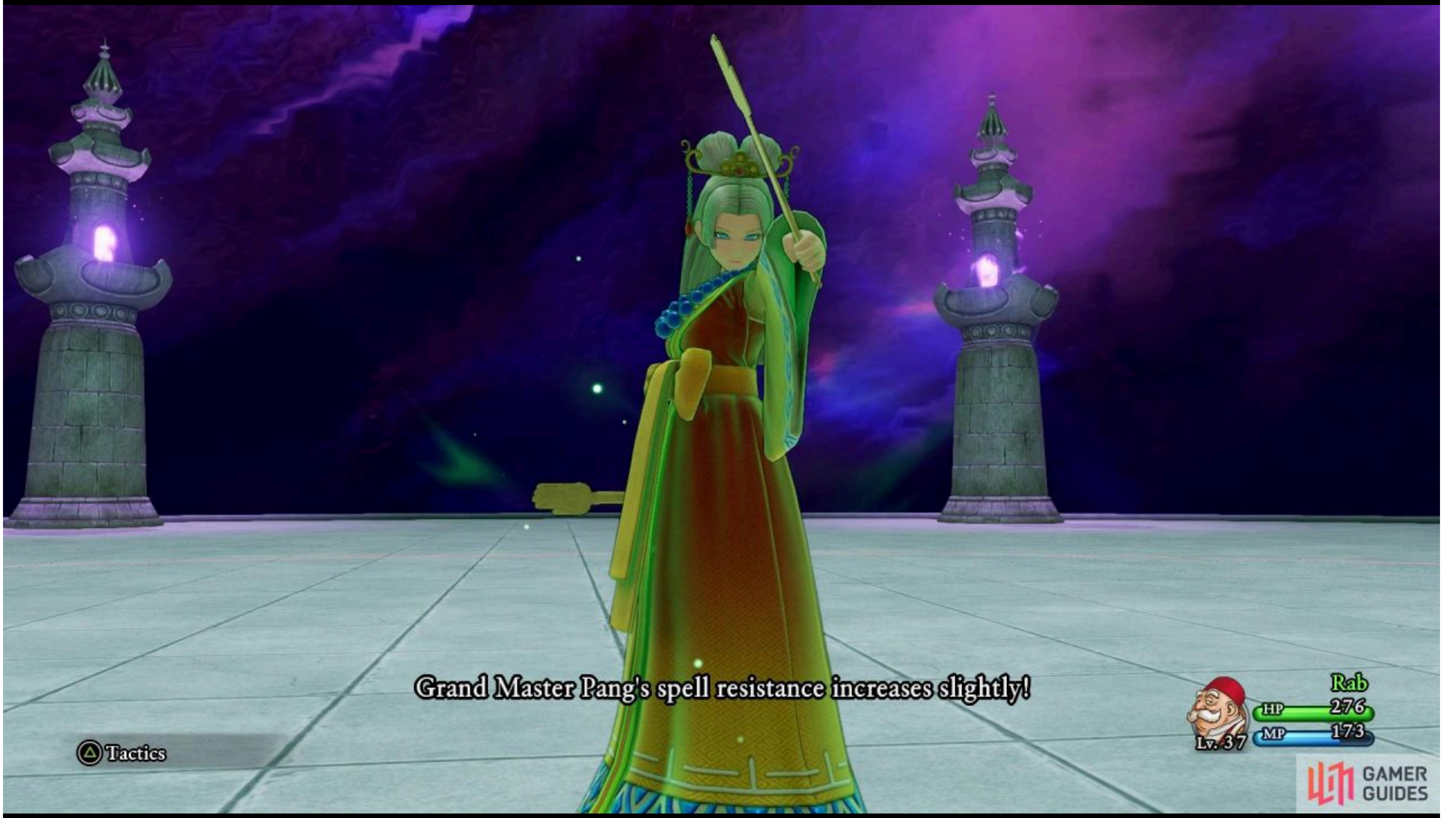
BOSS - Grand Master Pang

Note that you don't really need to win here, as you get two chances to fight Pang and if you lose, then the game will continue. However, you can get some nice experience for Rab if you win. Depending on the equipment you put on Rab prior to the end of the first part of the game, as well as his levels, this could be a hard fight or an easier one. Pang will switch between two stances during the battle, usually separated by a few turns spent in each one. She starts out the battle with a **Swordsman Stance**, which increases her attack, as well as her dodge chance. While using this stance, she will strike you with a dual-wield normal attack.



Grand Master Pang's attack and dodge chance have increased slightly!

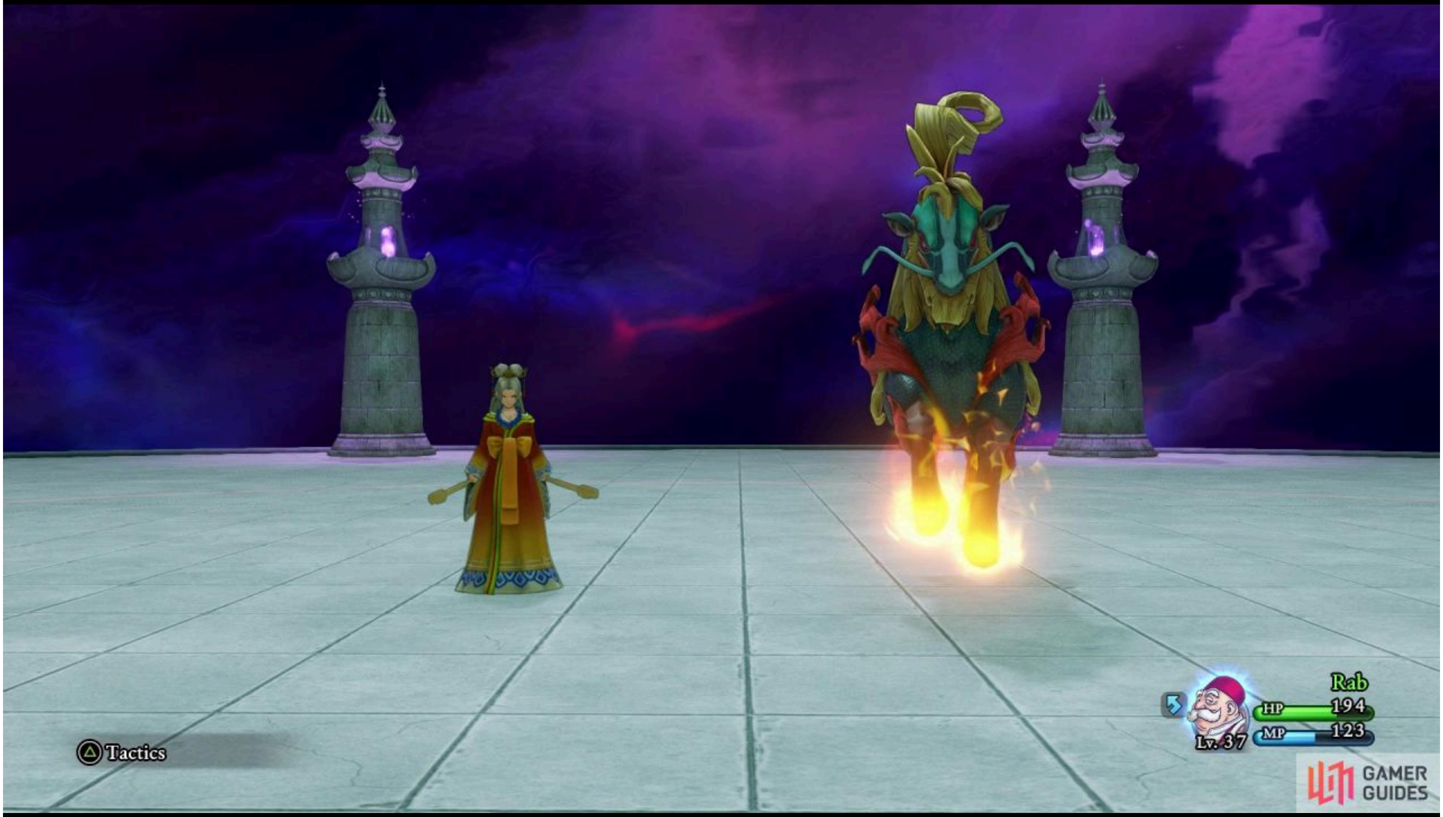
① Pang does physical attacks while in this stance



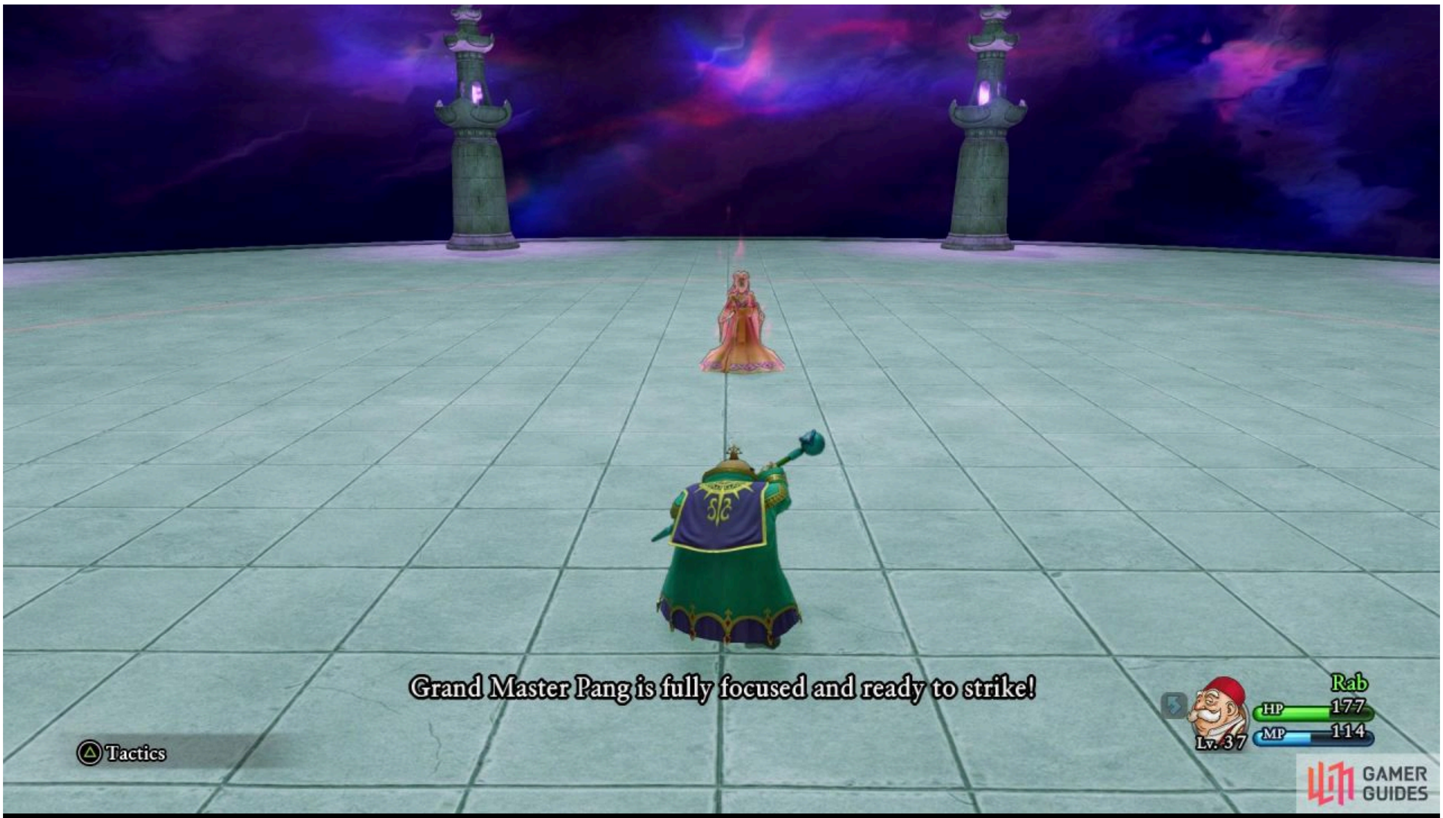
Grand Master Pang's spell resistance increases slightly!

Tactics
Rab
HP 276
MP 173
Lv. 37

② She has some damaging magic while in this stance


Tactics
Rab
HP 194
MP 123
Lv. 37

③ You probably want to quickly take down the extra help when she summons it



Grand Master Pang is fully focused and ready to strike!

4 Prepare to defend when you see this message

She can also “smile” at Rab, which charms him and makes him lose a turn. At some point, she will switch to a **Spellcaster’s Stance**, upping her spell resistance, but decreasing her physical defense a bit. While in this stance, she can use **Boom**, **Zammle** and **Dazzle**. The worst spell there is definitely Zammle, which can deal upwards of 100+ damage. You should have the same spell in your list, so you will be using that as your primary form of offense. Should you need to heal, then Moreheal should be more than enough to put you close to full HP. Note that Rab has access to Snooze and Pang is susceptible to it, making it a bit easier to pelt her with your own spells.

At some HP threshold, Pang will take a deep breath and focus her senses, which will dispel any debuff you may have put on her. It is during this time that she will also summon a Tantamount. This only has around 320 HP, so if you want to take it out, do so quickly before it can use any of its skills on you. This includes a fire breath, Frizzle or it might whinny, causing damage and potentially losing a turn. It is also around this time that Pang will begin charging up, which she will do for two turns before unleashing her almighty attack. This will hit you 11 times, causing some heavy damage, so you will want to defend after the second charge. She will continually charge two times, then do the ultimate attack after doing it once, so you can sneak in damage/heal after the first charge.

Whether you bring down Pang or not, watch the scene that follows, bringing an end to Rab’s interlude. You will continue with the main story now.

Dawn of a New World

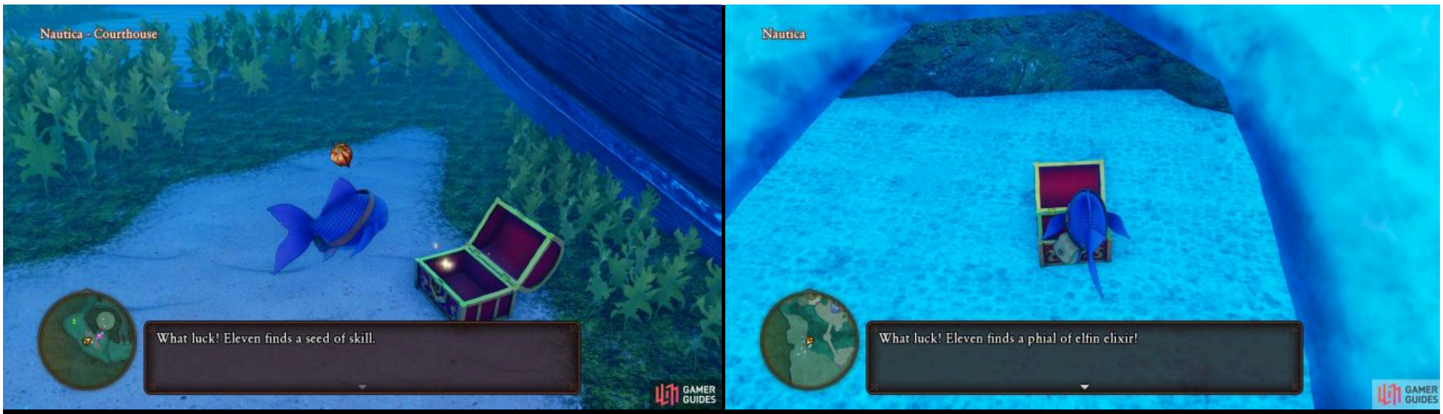
Nautica

Items	Area
Seed of Skill	Lower Part, Courthouse, chest
Elfin Elixir	Upper Part, southwest, chest
Zombiesbane	Upper Part, east, chest
Mini Medal	North of Item shop, chest

Sparkly Spots	Area
Drasilian Sovereign	Lower Part, north
Platinum Ore	Upper Part, southwest
Platinum Ore	Upper Part, southeast
Red Eye	Upper Part, Weapon shop roof
Blue Eye	Upper Part, Item shop roof
Purple Eye	Upper Part, north of the Palace
Enchanted Stone	Upper Part, northeast of the Palace

Yggdrasil has fallen and the Lord of Shadows rules supreme as the forces of evil continue to search for the Luminary. You awaken in a rather unexpected form, that of a fish. Upon leaving the room, a Merman will remark on your awakening and rush off to speak to Queen Marina.

Before following him however, take the time to fully explore Nautica now. Begin by swimming over to the west side of the Courthouse to find a chest containing a **Seed of Skill**. Swim around the back now and into a cave to find a Sparkly Spot next to an open chest containing a **Drasilian Sovereign**. Return to the jet of water and take it up to the Upper Part of Nautica.



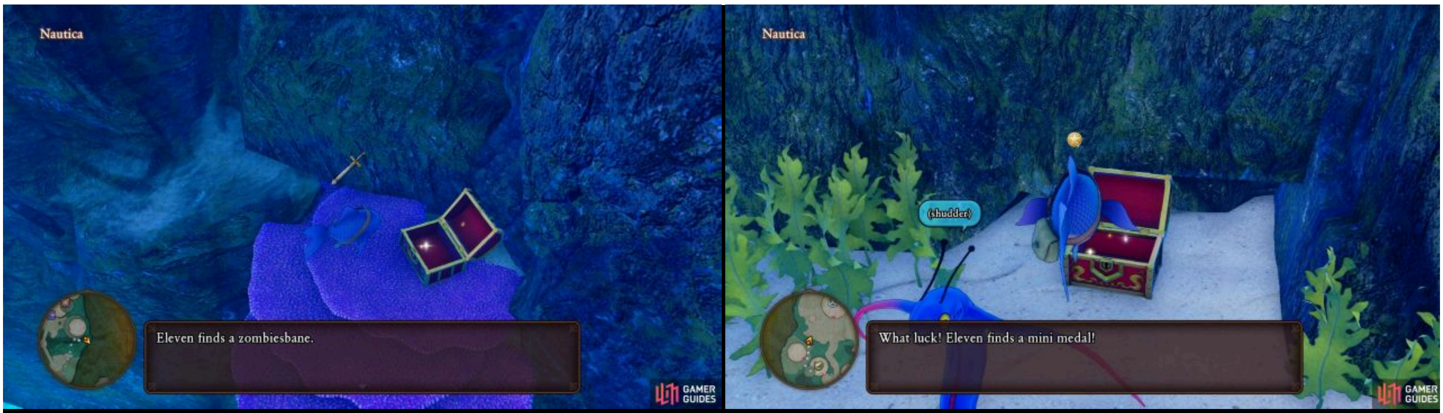
What luck! Eleven finds a seed of skill.

What luck! Eleven finds a phial of elfin elixir!

Search in the Lower Part to find a Seed of Skill (left), there's another chest to the southwest in the Upper Part. (right)

Swim to the southwest of the area up here and look on top to find a Sparkly Spot containing a **Platinum Ore**. Swim north a short distance and descend onto the roof of the house below to find another chest, this one housing an **Elfin Elixir**. Swim over to the southeast next and search high above the entrance to find another Sparkly Spot containing a **Platinum Ore**. Swim north from this location while keeping to the east and drop down a little to find a chest on a small platform, open it to obtain a **Zombiesbane**.

Swim north to where the Weapons shop is and search on the roof to find a Sparkly Spot containing a **Red Eye**. Swim over to the Item shop next and search that roof for another Sparkly Spot containing a **Blue Eye**. Swim north from here, past the next house and drop down a little to find a hidden chest containing a **Mini Medal**.



Eleven finds a zombiesbane.

What luck! Eleven finds a mini medal!

Search to the east of the Upper Part to find a Zombiesbane (left), while a Mini Medal can be found north of the Item shop. (right)

Swim over to the Palace next and up high to the north to find a Sparkly Spot containing a **Purple Eye**. Finally, swim over to the east of this location to find the final new Sparkly Spot containing an **Enchanted Stone**. Make your way into the Palace and swim up to speak to Queen Marina. She will fill you in on what happened in Erdrea during your absence. Take the Queen up on her offer and follow her into the room behind her to reach her private chambers and meet up with her once more. Touch the pearl when you're ready to witness Erdrea in it's current state, an unpleasant sight to be sure.

Once you regain control swim back out of Queen Marina's private chambers and leave the Palace. Swim over to the center of Nautica to meet up with the Queen to discover that one of the Lord of Shadow's minions has arrived. Once you regain control again, swim over and grab the juicy prawn to find yourself whisked out of the sea.

The Emerald Coast

Monsters	HP
Vicious Khalamari Kid	~72
Vicious Slime	~72
Chasmonaut	~138
Vicious Garuda	~124
Vicious Dracky	~84
Ghoul	~183
Skelegon	~243
Vicious Metal Slime	~4

As you step out of the fisherman's hut into the now gloomy Erdrea, you'll notice its taken a drastic change. The monsters have all been replaced with Vicious versions of themselves offering more exp but also more of a threat.

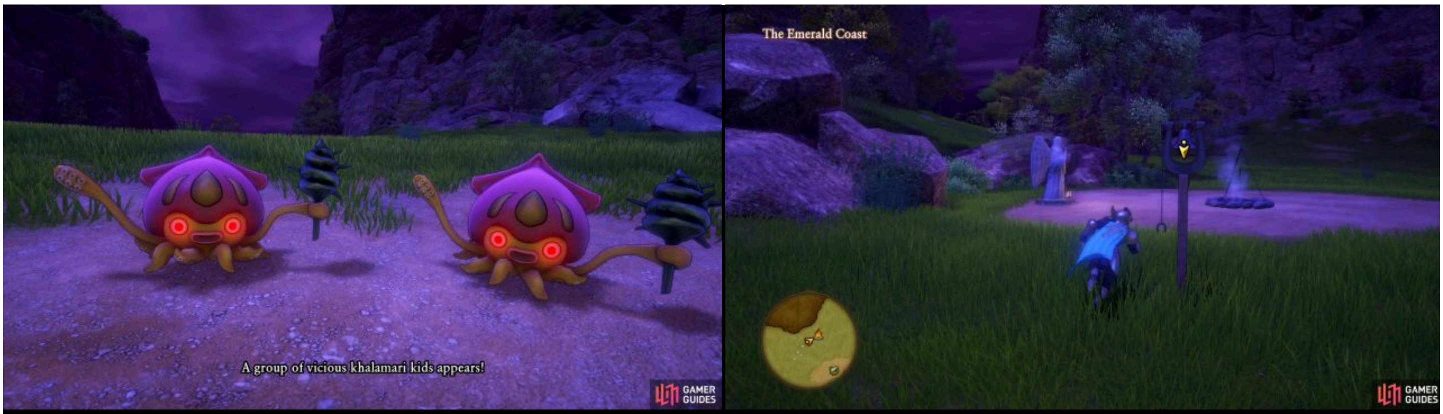
Tip

For those of you out there trying to complete the Bestiary, you'll be happy to learn that fighting a Vicious version of a monster will unlock their regular version as well.

As you walk down the pier, your new friend Blue John will let you know a bit more about the current world. He'll also inform you about the Hero who has set up in The Last Bastion to the south. Before you begin the journey to the south, take a look at the merchant and buy anything that may catch your eye.

Tickington

For this portion of the game, the entrance to Tickington will be moved to Blue John's hut. Make sure you speak to the Tockle there to add Tickington Entrance to your Zoom list.



A group of vicious khalamari kids appears!

The Emerald Coast

Vicious variants of monsters will replace their regular counterparts (left), you'll need to register Zoom destinations all over again. (right)

Start heading west as you begin battling some of the new enemies, there's a chance to fight the ever elusive Metal Slime which will incur bundles of exp should you defeat it. Be sure to rest the at the nearby Camp to register it once more to your list of Zoom destinations and then head through the Cobblestone Falls to reach the Heliodor Region once more.

As you head out of the cave loot the two Sparkly Spots in the Parting Place to obtain a **Rockbomb Shard** and a **Fatalistick** before continuing south to where the ruins of Cobblestone once stood to find Sandy alive and well, beckoning you into the village. However, turn around and face the gate you just came through to find some barrels to break open containing **Perfect Panacea** and a **Sage's Elixir**.

The Last Bastion

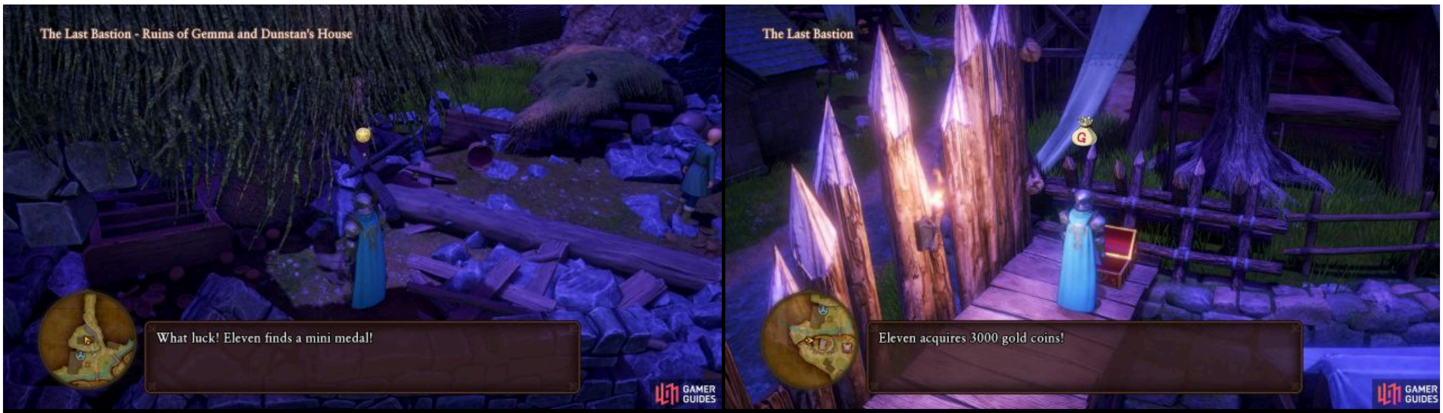
GAMER GUIDES

Items	Area
Mini Medal	Northern house, barrel
Sage’s Elixir	Tower above hero’s house, pot
Magic Water	South of hero’s house, barrel
Special Medicine	South of hero’s house, barrel
200G	South of hero’s house, barrel
Special Medicine	West of hero’s house, barrel
100G	East of the Item shop, barrel
77G	Tent east of the Church, barrel
Panacea	Outside Church, pot
Special Antidote	Outside The Royal Tent, barrel
Pink Pine	Outside Curch, barrel

Sparkly Spots	Area
Grubby Bandage	Southwest of the Church
Grubby Bandage	East of Civilians’ Refuge
Fatalistick	Cobblestone Tor entrance

Following your tearful reunion with Gemma at long last, you’ll find yourself in The Last Bastion, the fort that was created in the remains of Cobblestone. Before you follow Gemma, take the time to loot all the new items found here.

Begin by heading behind you to the ruins of the northern house to find a barrel containing a **Mini Medal**. Head southwest into the corner by the river and search around the tree to find a Sparkly Spot containing a **Grubby Bandage**. Cross the bridge to the east next and open the door to access the fort. Head to where your home once stood and climb up the ladder of the large tower to reach a cannon with some pots next to it containing a **Sage's Elixir**. Head back south down the path and climb the next ladder, following it around to a barrel containing a **Magic Water**. Just east of this location on the ground is another pair of barrels containing some **Special Medicine** and then continue east to find another ladder nearby leading to yet more barrels, these ones containing **200G**.



What luck! Eleven finds a mini medal!

Eleven acquires 3000 gold coins!

You'll find a Mini Medal in the ruins of Gemma's house (left), while a chest west of the Weapon shop houses some Gold. (right)

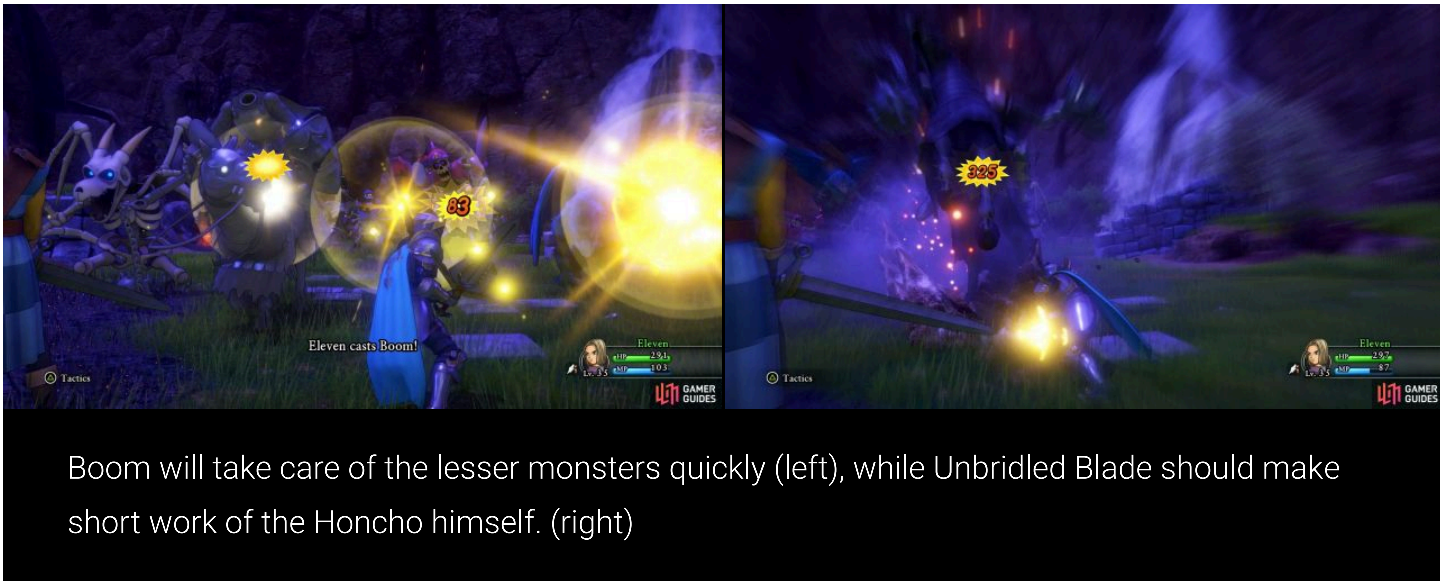
The Weapon shop here doesn't have any items worth purchasing if you've been upgrading your gear via the forge but head west of the shop to find more barrels to smash containing a **Special Medicine**. Continue west and climb the ladder at the end to find a chest containing **3000G** and then follow Gemma south to the Civilians' Refuge and reunite with Amber.

After your catchup with Amber, head out to the pier to find another Sparkly Spot containing another **Grubby Bandage**. Head west towards the Item shop and break the barrels on your way to obtain **100G** and then search inside the southeastern most tent to find a barrel containing **77G**. Search outside the Church itself to find a pair of pots to smash containing a **Panacea** and some barrels containing a **Pink Pine**. Save your game should you need to and then grab the Sparkly Spot to the south containing a **Fatalistick**.

Make your way over to the Royal Tent now to meet up with the King before making your way to the north entrance to meet up with the Hero. Agree to the King's request to aid Hendrick in stopping the incoming assault and head outside. Head out to the barricade to begin your preparations. Once you regain control, ignore the other monsters and make for Hendrik to the north, eventually you and Hendrick will find yourself against a headless rider.

Boss: Headless Honcho

The battle against the Headless Honcho is not as difficult as you might expect. Hendrick acts great as a shield and will, at times, direct all attacks at him with the Forbearance skill while you concentrate on attacking. The Headless Honcho will attack you multiple times per combat round by swinging its mace, keep your HP above 150 to be safe from a sudden Critical Hit.



Eleven casts Boom!

Boom will take care of the lesser monsters quickly (left), while Unbridled Blade should make short work of the Honcho himself. (right)

Focus on taking out the lesser monsters first, starting with the Vicious Grim Gryphon to avoid it from casting Decelerate on you and allowing the others to attack first. Boom is an incredibly useful tool to take down them quickly as is Kasnooze to give you some breathing space. Once the lesser monsters are down, focus on using Unbridled Blade on the Headless Honcho, this should take him down in no time at all due to it only having around 690 HP.

Following the battle, return to the Last Bastion and head over to speak to the King. You'll be informed of the mission to liberate Heliodor from the forces of darkness and receive the **Sewer Key**. Head back to the King's tent when you regain control and search outside to find some more barrels to smash containing a **Special Antidote**. Leave The Last Bastion now as Amber will catch up and see you off before you and Hendrick make the journey to the Helidorian Foothills.

Heliodorian Foothills

New Sparkly Spots	Area
Platinum Ore x2, Red Eye	Northeast, Ore gathering point
Fatalistick	Towards the Manglegrove
Rockbomb Shard	Towards the Manglegrove
Fatalistick	Southeast of the Sewers
Royal Soil	South of the Sewers

New Monsters	HP
Vicious Metal Slime	~4
Flamethrower	~112
Vicious Fright Bulb	~93
Vicious Leafy Lamlpling	~109
Vicious Funghoul	~102
Vicious Great Sabrecub	~93
Dullahan	~336
Vicious Stump Chump	~145
Vicious Great Sabrecat	~260

Note

Hendrink will be present as a guest member for the liberation of Heliodor. He's a fantastic tank that will soak up a lot of damage, allowing you to go on the offensive for most battles.

You'll find yourself in the Church in the Foothills and upon stepping outside, notice that the landscape has been ravaged. Flamethrowers and Dullahans join the rest of the upgraded monsters found here, none of which should pose that great of a threat to a Level 33+ Hero.

Before you make your way to the sewers however, take the time to gather the new Sparkly Spots around the Foothills while adding the new monsters to your Bestiary. Begin by following the path to the northeast towards Downtown Heliodor, there's an Ore gathering point at the end here containing a **Red Eye** and two **Platinum Ores**. Head back down to the first intersection and take the path south towards the Manglegrove to snag another two new Sparkly Spots containing a **Fatalistick** and a **Rockbomb Shard**. Head north from the intersection next and into the large field, another **Fatalistick** can be found to the northeast while the final new Sparkly Spot can be found by taking the southwest path in this large field, you'll obtain a **Royal Soil** for your troubles.

Make your way to the northwest of the area and climb the vine and follow the ledges to the secret sewer entrance. At the top, follow the long path down into the sewers.

Heliodor Sewers

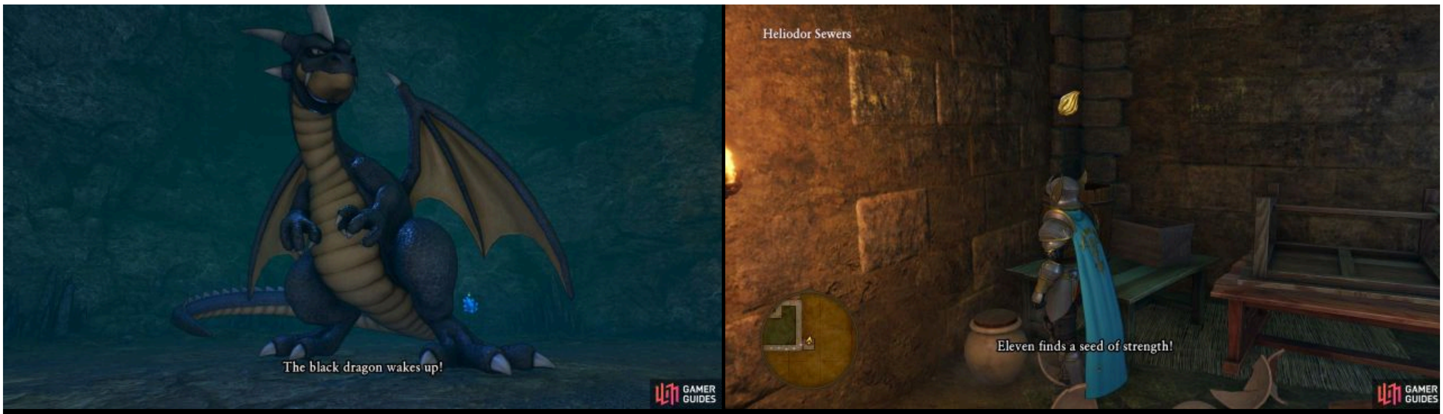
Heliodor Sewers - Deepest Depths
GAMER GUIDES

Items	Area
Seed of Strength	Southeast room, pot
Sage's Elixir	Eastern room, chest
Mini Medal	Northwest room, chest
Perfect Panacea	Northeast room, pot
Saint's Ashes	North, chest
Sage's Elixir	West, chest

Sparkly Spots	Area
Gold Ore, Silver Ore, Platinum Ore	Dragon's Lair, Ore gathering point
Mystifying Mixture	Central
Wing of Bat	Northeast

New Monsters	HP
Black Dragon	~1050

You'll need to trek through the monster infested sewers if you're to reach Heliodor Castle once more. Before heading straight to the Sewers however, take the north path at the intersection and follow it all the way to the end to reach the Black Dragon from the beginning of your adventure. At long last you're strong enough to defeat this fearsome foe and at this point, shouldn't be too difficult. Don't let your HP drop below 150 and make use of Unbridled Blade to deal massive amounts of damage to it and it will fall in no time. Your reward for beating this foe at last is an accolade and the satisfaction of revenge. Before leaving the Dragon's Lair however, mine from the Ore gathering point to obtain a **Gold Ore**, **Silver Ore** and **Platinum Ore**. Return to the previous section and enter the main section of the sewers.



You're finally strong enough to get revenge against the Black Dragon (left), you'll find a Seed of Strength in the first locked room. (right)

Follow the walkway to the first corner and unlock the first door here, inside you'll find some pots you can smash containing a **Seed of Strength**. Continue along the path to the next room and unlock this also, there's a chest inside containing a **Sage's Elixir**. At the next intersection, take the long way around anticlockwise to nab a Sparkly Spot containing a **Mystifying Mixture** on your way to the north path.

Follow this path to yet another intersection and take the northern path to a pair of doors you can unlock. In the left room you'll find a chest with a **Mini Medal** and in the right, a pot containing a **Perfect Panacea**. Come out of this room and go east at the next intersection to find a Sparkly Spot containing a **Wing of Bat** before heading north to another Sparkly Spot containing a **Medicinal Herb**. Open the door here and follow it to the end to open another chest, this one containing a **Saint's Ashes**. Finally, make your way back to the west and open the final door near the dungeons entrance to find the final chest containing another **Sage's Elixir** before taking the stairs up to the dungeons.

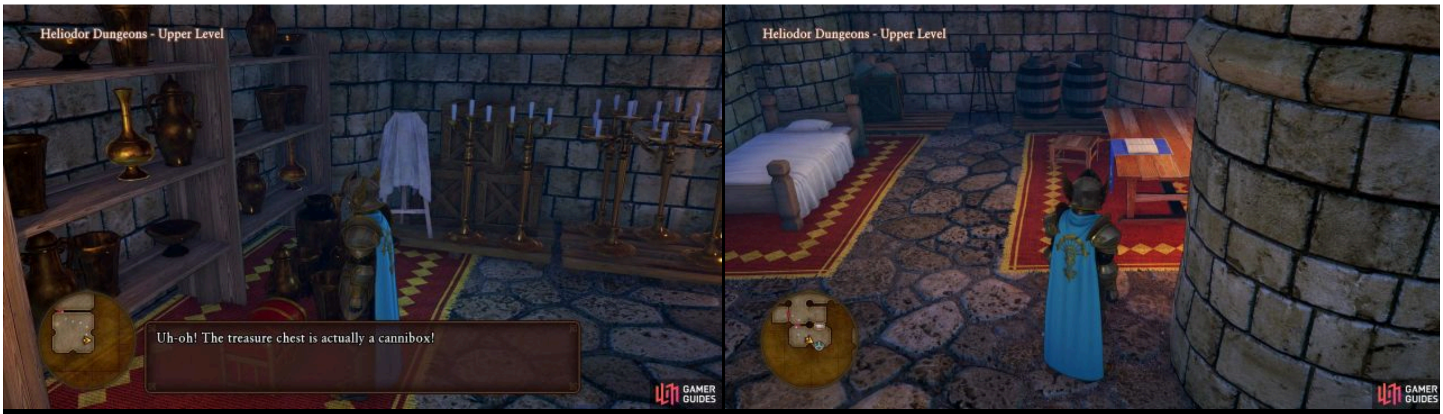
Heliodor Castle

Items	Area
Iron Headgear	Dungeons, Upper Level, chest
Seed of Skill (Cannibox)	Dungeons, Upper Level, chest
5000G	Dungeons, Upper Level, chest
Horse Manure	Dungeons, Upper Level, pot
Seed of Defense	Dungeons, Upper Level, pot
Grubby Bandage	Dungeons, Lower Level, pot
Saint’s Ashes	Dungeons, Lower Level, chest
Cowpat	Dungeons, Lower Level, pot
Mini Medal	Dungeons, Lower Level, pot
Platinum Sword	Bottom Floor, Jasper’s Quarters, chest
The Devil’s in the Details	Bottom Floor, Jasper’s Quarters, bookshelf
Special Medicine	Bottom Floor, northwest, barrel
A Recipe Book of Regal Regalia	Middle Floor, King’s Bedchamber, bookshelf
Leather Cape	Middle Floor, King’s Bedchamber, bookshelf, wardrobe
Little Lifesavers	Middle Floor, Queen’s Bedchamber, chest
Marquess’s Mittens	Middle Floor, Queen’s Bedchamber, wardrobe
Gold Bar	Middle Floor, Southern room, chest
Sage’s Elixir	Middle Floor, outside Throne Room, chest

Sparkly Spots	Area
Drasilian Sovereign	Top Floor

Monsters	HP
Cannibox	~208
Skeleton Swordsman	~157
Infernal Armour	~165
Dullahan	~336
Hocus-Poker	~159
Iron Maiden	~188

You've arrived safely at Heliodor Castle and find yourself back in the dungeons you spent time in at the beginning of your adventure. Head south to the end of this path and open the door to find three chests containing an **Iron Headgear**, **Seed of Skill** (Cannibox) and **5000G**. Leave this room and head west to an intersection, taking the southern path first.


Heliodor Dungeons - Upper Level
Uh-oh! The treasure chest is actually a cannibox!
Heliodor Dungeons - Upper Level
GAMER GUIDES
GAMER GUIDES

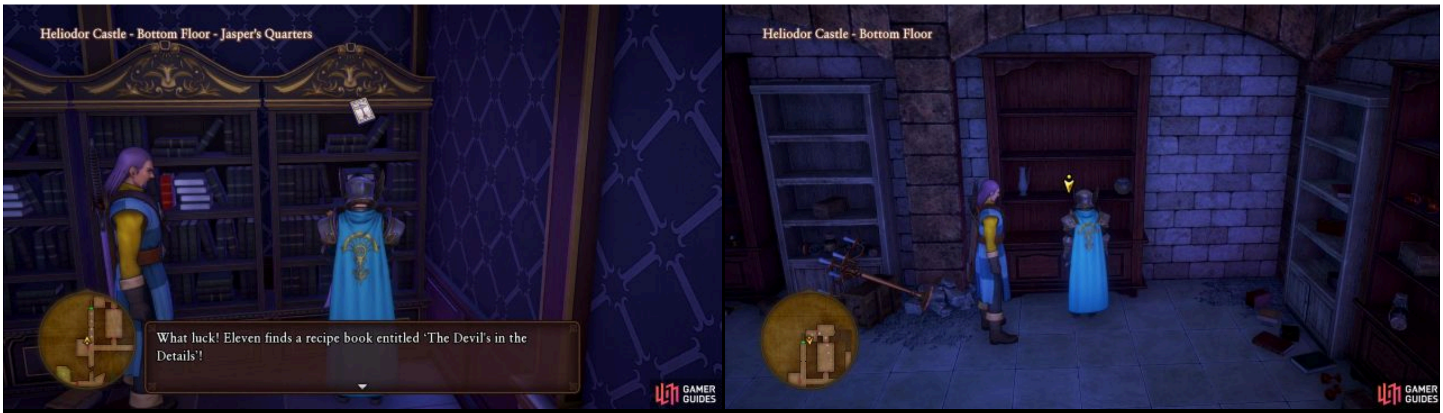
The chest in the southeast corner of the large room is a Cannibox (left), make use of the facilities on the Upper Level of the Dungeons. (right)

You'll find three rooms here that you can search and starting with the west, you'll find a pot containing some **Horse Manure**. The eastern room is empty but in the southern room you'll find an acting Church, a bed to rest on and a pot you can smash containing a **Seed of Defense**. Head north now and take the stairs down to the Lower Level of the dungeons where you'll find a room on your left with a pot containing a **Grubby Bandage** and a chest containing a **Saint's Ashes**.

Follow the path around to where you'll find the cells and search in the north east and south cells to find pots containing a **Cowpat** and a **Mini Medal**. Return to the Upper Level now and take the stairs in the northwest to reach the Bottom Floor of the Castle.

Follow the corridor south and enter Jasper's Quarters on your right, you'll find a chest here containing a **Platinum Sword** and then search the bookshelves to obtain a new Recipe Book, **The Devil's in the**

Details. Leave the room and follow the corridor east past the first intersection and then south into the main foyer.

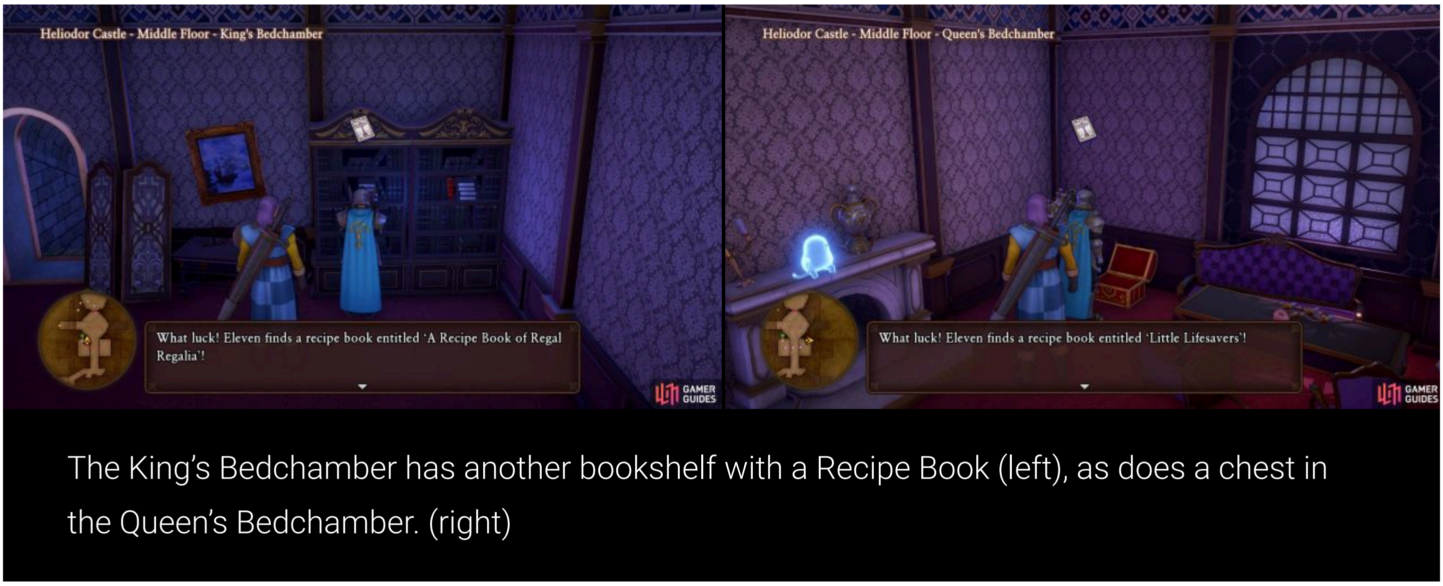

Heliodor Castle - Bottom Floor - Jasper's Quarters
Heliodor Castle - Bottom Floor

What luck! Eleven finds a recipe book entitled 'The Devil's in the Details'!

Search Jasper's Quarters to find a Recipe Book on the bookshelf (left), the southern shelves can be moved to find the hidden passage. (right)

Hendrick will note that the main stairs have been laid to waste and that you must find another way up to the Throne Room. Head west into the Courtyard to find an Yggdrasil root waiting for you, touch it to gain a glimpse into the pasts of Hendrick and Jasper. With a route now determined, head back through the door in the northeast and follow the corridor through the Dining Hall, into the Kitchen and then into the storage room. Break the barrels to obtain a **Special Medicine** and then search the southern shelves to find a hidden passage.

Upon taking the stairs up, you'll find yourself in the King's Bedchamber. Search the nearby bookshelves to score yourself another Recipe Book, **A Recipe Book of Regal Regalia** and then open the wardrobe to obtain a **Leather Cape**. Leave this room and head into the Queen's Bedchamber opposite to find a chest containing another Recipe Book, **Little Lifesavers'** along with a wardrobe you can search for a pair of **Marquess's Mittens**.


Heliodor Castle - Middle Floor - King's Bedchamber
Heliodor Castle - Middle Floor - Queen's Bedchamber

What luck! Eleven finds a recipe book entitled 'A Recipe Book of Regal Regalia'!

What luck! Eleven finds a recipe book entitled 'Little Lifesavers'!

The King's Bedchamber has another bookshelf with a Recipe Book (left), as does a chest in the Queen's Bedchamber. (right)

Leave this room and take a short detour to the south, entering the southern most room. You'll be able to finally open the chest that you first discovered back at the beginning of your adventure, inside you'll obtain a **Gold Bar**. Head toward the Throne Room now to find the final chest containing a **Sage's Elixir** and then take the stairs up to the west, following the path to the Sparkly Spot in the center containing a **Drasilian Sovereign**. With all the items looted, recover your HP and MP and then finally enter the Throne Room to meet with the Usurper. Following the heated exchange with Jasper, you'll have to face off against his Spectral Sentinel.

Boss: Tyriant

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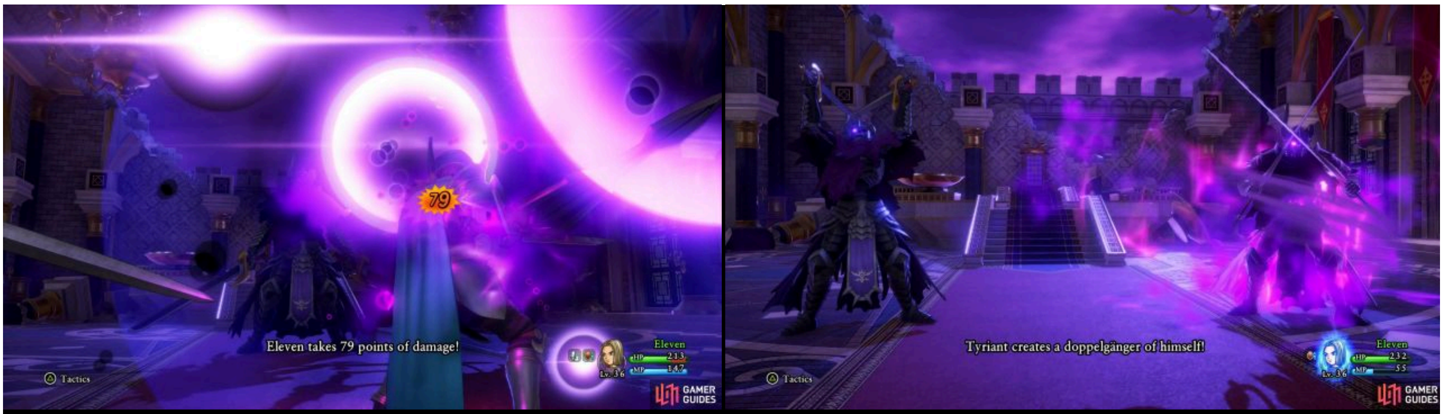
Tyriant can be quite a challenging foe with just the Hero in your control. You'll have Hendrick to aid you and if all goes well, he'll use Forbearance to direct attacks his way. Tyriant's main threat comes from when he summons his Shadow. On top of this, he'll frequently block your attacks while in his Sword Stance so consider switching to magic at that point. Zammle is also a constant threat throughout the battle, the dark based elemental spell has a tendency to deal Critical Damage and you'll suffer over 75HP from it.


Eleven takes 79 points of damage!

Tyriant creates a doppelgänger of himself!

Zammle is Tyriant's most damaging spell (left), focus on any Shadows that he summons. (right)

Hendrick will provide you with Kabuff which will help increase your defenses and don't let your HP drop below 150. Once any Shadows are summoned, make them your main target as they only have around 280 HP, an Unbridled Blade can take it out in one fell swoop. Continue to damage Tyriant with your heaviest hitting single target skills and keep your HP up to take down the Spectral Sentinel.

Following Tyriant's defeat, you'll reclaim the **Purple Orb** and return the light to Heliodor. With the battle won, Hendrick suggests to make your way back to The Last Bastion to see the extent of the damage. Ignore the horses nearby and simply Zoom back to The Last Bastion to save yourself some time.

As you enter The Last Bastion once more, it all seems alarmingly quiet. Make your way south and into the Civilians' Refuge to hear the sounds of Heliodor's battle cry and discover that everyone is safe. It's also at this point that the final party member joins you officially in Hendrick.

Best of the Bastion

Awarded for claiming a decisive victory and returning light to the land.

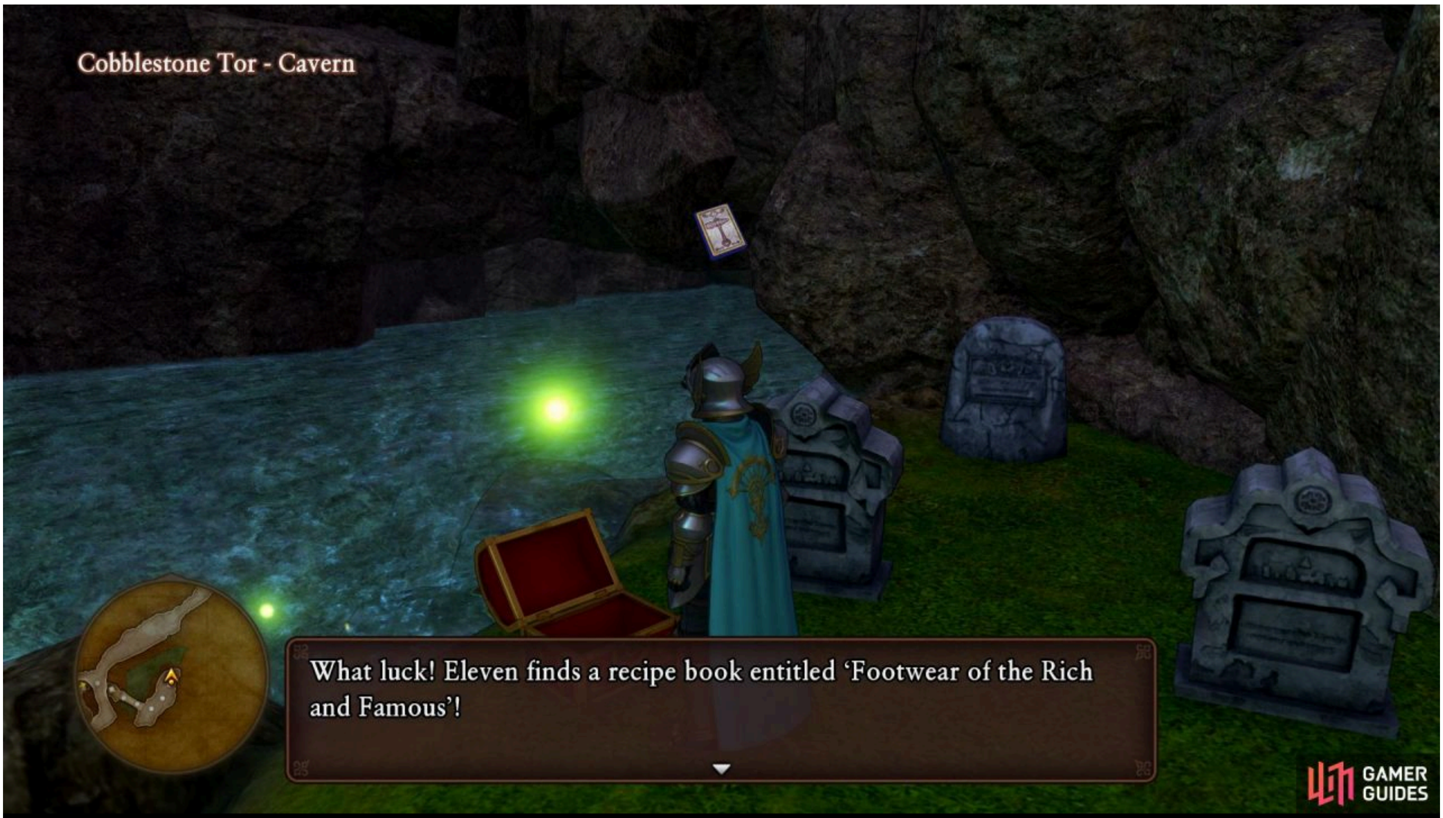
G 10

Eight’s Playstyle

Hendrick is a unique character in that he gets three weapons to play with along with an exclusive Shield skill tree. He comes with Midheal, Buff, Kabuff and Magic Barrier and will eventually learn Moreheal and Kerplunk making him very effective at dishing out defensive buffs to your party. With all of this in mind, it’s best to make Hendrick a tank. Building him this way will allow him later in the game to block multihitting enemy attacks, shielding the party from any damage.

Its for that reason that you need to keep the Shield equipped on Hendrick and forego the Greatsword. This leaves you with options in Swords and Axes and both are very useful. Swords start off a lot weaker but near the end of the game become very strong along with a unique Sword in Act III that helps him tank even better. Axes on the other hand are exclusive to Hendrick and are more damaging for all of Act II, for this reason it’s suggested to start with Axes to begin with. Your first unlocks in his Character Builder should be in the Shield tree such as Defense +10/30 with Shields, Holy Impregnable and Block Chance +4%. Consider holding off on Desperate Measures for now and grabbing Parallax and Attack +20 with Axes for now.

Before heading off to meet with the King in his tent, make a quick detour to Cobblestone Tor and head into the Caverns. Follow the path to the second intersection and take the western route down the stairs where you'll notice the water level has lowered. Follow this path all the way down to the end to find a chest, open it to obtain a new Recipe Book, **Footwear of the Rich and Famous**.



What luck! Eleven finds a recipe book entitled 'Footwear of the Rich and Famous'!

The water level dropping allows you reach this chest in Cobblestone Tor.

Return to the Last Bastion and head to the King's tent, he'll hand over the impressive **Shield of Heliodor** and guide you to Mount Pang Lai by way of the Manglegrove. When you're ready, save your game at the Church and then head out for the Manglegrove.

Journey to Angri-La

The Manglegrove

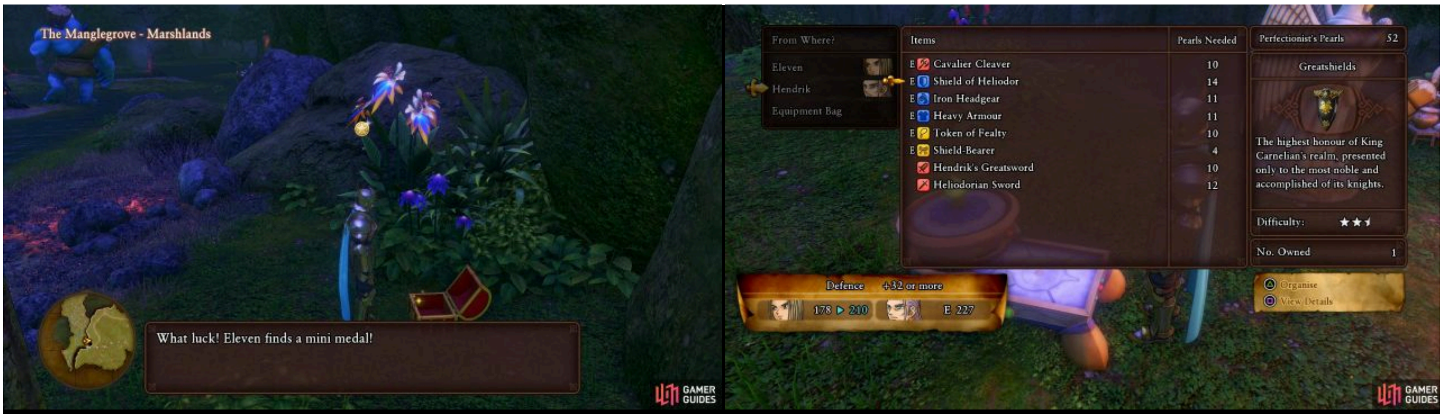
Items	Area
Mini Medal	Marshlands, next to the vine, chest

New Sparkly Spots	Area
Belle Cap	Marshlands
Spellbound Bough	Marshlands
Spellbound Bough x2, Fatalistick	Marshlands, Tree gathering point
Royal Soil	Marshlands

New Monsters	HP
Vicious Sham Hatwitch	~92
Vicious Bubble Slime	~90
Chewlip	~336

As you enter The Manglegrove via the entrance close to The Last Bastion, you'll see from taking a look at the map that the bridge to the Costa Valor has been repaired. Most of the monsters that you've already fought in Heliodor return here with one or two new Vicious types to add to your growing Bestiary.

Begin by heading west until you reach the large open field and then take the vine down to the southwest. After you reach the bottom, look north to discover a chest containing a **Mini Medal**. Head south from this location to find a Sparkly Spot containing a **Belle Cap**. Stick to the west side as you head north to find the next Sparkly Spot housing a **Spellbound Bough** before continuing north to a Tree gathering point containing two **Spellbound Boughs** and a **Fatalistick**. Finally, head east into the corner here to find the final new Sparkly Spot containing a **Royal Soil**.



What luck! Eleven finds a mini medal!

Items	Pearls Needed
E Cavalier Cleaver	10
E Shield of Heliodor	14
E Iron Headgear	11
E Heavy Armour	11
E Token of Fealty	10
E Shield-Bearer	4
Hendrik's Greatsword	10
Heliodorian Sword	12

The highest honour of King Carnelian's realm, presented only to the most noble and accomplished of its knights.

You'll find a Mini Medal in the only new chest here (left), use the forge to upgrade the Shield of Heliodor to +3. (right)

Climb the ledges to the north and then make a quick detour to the Campsite to register it to your Zoom list and access the forge. Begin by making a King's Axe for Hendrick if you have the materials (if not, upgrade his current axe) and some Magic Armor (at +3) for Hendrick first and then the Hero if you have left over materials. Finally, rework Hendrick's shield to +3 along with the Shield-Bearer accessory (along with equipping it on him). Leave the Camp and make your way over to the northwest, taking the bridge over to the Costa Valor. Not much has changed here in the Costa Valor save for a landslide blocking the way to Puerto Valor so ignore it for now and head north into Mount Pang Lai.

Mount Pang Lai

Items	Area
Mini Medal	Entrance, in the long grass, chest
More Dragony Designs	Slopes, past the bridge, chest
Staff of Antimagic	Slopes, east of town, chest

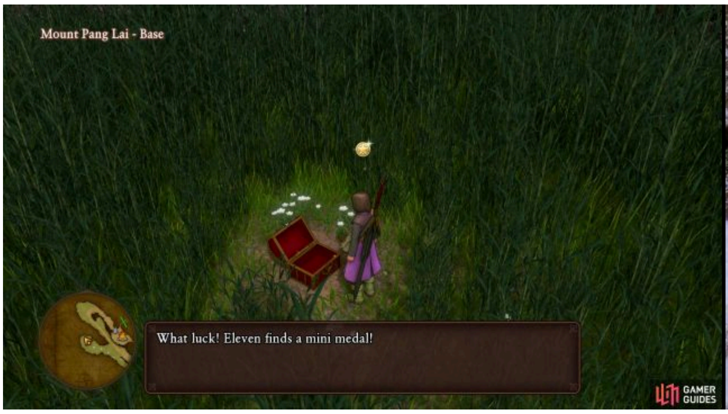
Sparkly Spots	Area
Spellbound Bough	Entrance
Dieamend	Entrance
Rockbomb Shard	Base Cave
Fresh Water	Base Cave
Mythril Ore	Base Cave

Sparkly Spots	Area
Mythril Ore	Base Cave
Mythril Ore	Base Cave
Enchanted Stone	Base Cave
Enchanted Stone	Slopes
Lunaria (Night Only)	Slopes

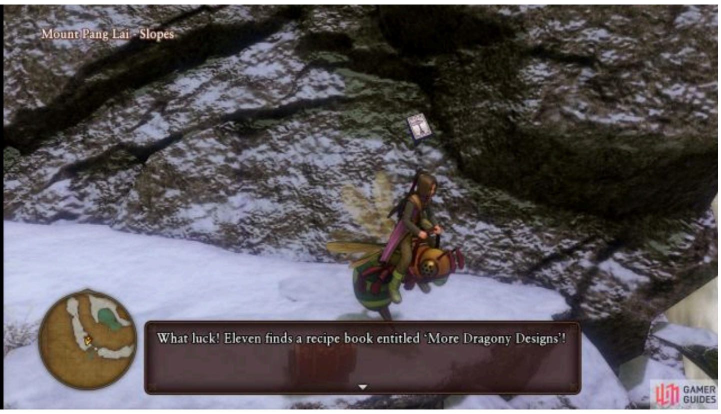
Monsters	HP
Vicious Bodkin Fletcher	~128
Lump Shaman	~129
Vicious Gnawchid	~349
Gleeful Grublin	~151
Dragon Rider (Mount)	~168
Rockbomb	~300
Honeyhead Horknight (Mount)	~136
Boreal Serpent	~480
Tantamount	~320

To reach the area that the King mentioned back at The Last Bastion, you'll need to trek up the mountain. Begin by following the path until it opens up, coming back on yourself to the south to find the first Sparkly Spot containing a **Spellbound Bough**. Follow this path to the northwest to find a hidden chest containing a **Mini Medal** among the long grass. Continue to follow the path up to the Camp to rest along with saving your game. Head east from the camp and shimmy around to a Sparkly Spot containing a **Dieamend** before entering the Base Cave.

Follow the linear path until you come across a glittering Dragon Rider, defeat it and mount it to gain the ability to fly around the area by holding the [R2] button to Flap higher. Using the dragon, fly up the ledges and then search the western wall for a Sparkly Spot containing a **Rockbomb Shard**. Continue along and up to the next open area, heading to the northwest to find another Sparkly Spot containing some **Fresh Water**.



What luck! Eleven finds a mini medal!



What luck! Eleven finds a recipe book entitled 'More Dragony Designs'!

There's a chest hidden in the long grass at the Base of the mountain (left), while on the slopes you can find a new Recipe Book. (right)

Fly over towards the edge of the water and grab the **Mythril Ore** from the Sparkly Spot before flying over the water to the east where you'll find three more Sparkly Spots containing two more **Mythril Ores** and an **Enchanted Stone**. Fly back over the water and head up to the Slopes.

Back out on the snowy path, head forward and defeat one of the glittering Honeyhead Horknights to grab yourself another mount. Continue along across the bridge and open the chest on your way to obtain a new Recipe Book, **More Dragony Designs**. Continue up the path and ignore the entrance to the town for now, instead opting to fly over the water to a Sparkly Spot containing another **Enchanted Stone**. If it's currently night time, you'll find a Sparkly Spot containing a **Lunaria** to the west of this location. Finally, follow the path to the east to discover the final chest containing a **Staff of Antimagic**. With all the items looted on the mountain, head back to the entrance of the town and head inside.

Angri-La

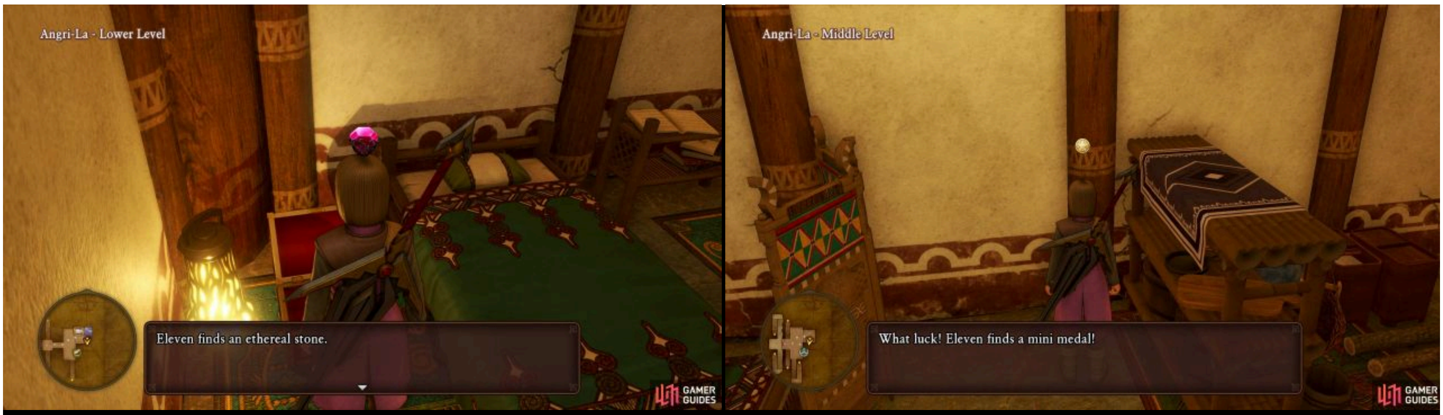
GAMER GUIDES

Items	Area
80G	Lower Level, pot
Ethereal Stone	Lower Level, Inn, chest
Seed of Therapeusis	Middle Level, outside, pot
Mini Medal	Middle Level, north room, pot

Items	Area
Magic Water	Upper Level, Grand Master’s Chamber, wardrobe

As you enter Angri-La, you are surrounded by monks before the High Lama steps in. After the pleasentries are exchanged he will ask you to meet him in the High Hall. Before heading straight there however, take the time to explore Angri-La and loot the items here.

Head into the Lower Level and search opposite the Inn to find some pots to smash containing **80G** before heading into the Inn itself to find a chest housing an **Ethereal Stone**. Make use of the Inn should you need it and then check out the Item shop, purchase some Dragon Hides and Horns if you don’t have many as they’ll be useful for the Recipe Book you just picked up. You can also consider purchasing an Ice Axe for Hendrick if you didn’t have the materials for the King’s Axe.



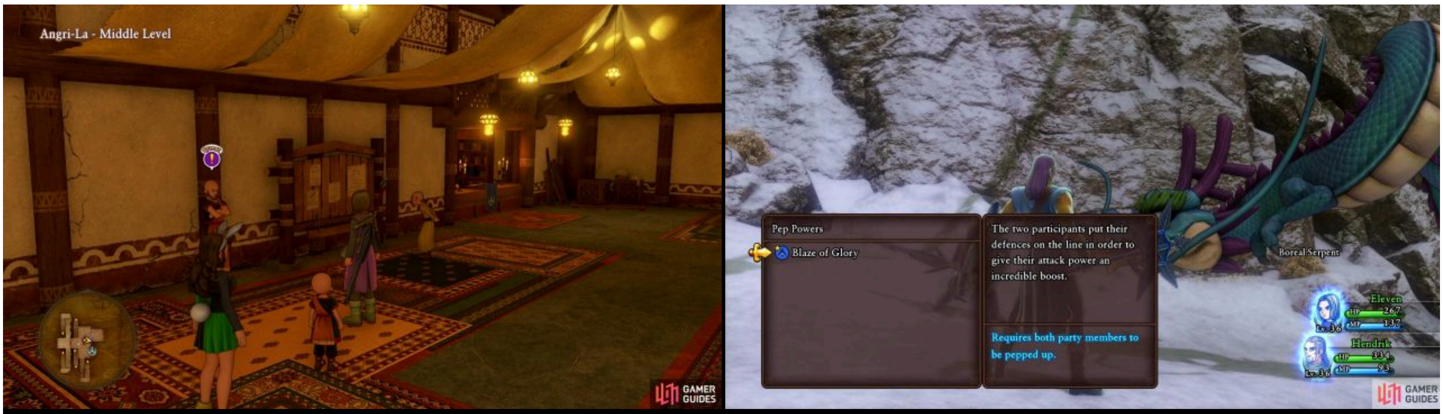
Eleven finds an ethereal stone.

What luck! Eleven finds a mini medal!

There’s a chest hidden in the Inn (left), while a pot on the Middle Level houses a Mini Medal. (right)

Head up to the Middle Level next and search outside to find some pots to smash containing a **Seed of Therapeusis**. Head inside and search inside the room north of the Priest to find another pot with a **Mini Medal** before saving your game if you need to. Head up the stairs to the Upper Level now and enter the High Hall to meet up with the High Lama.

The High Lama will tell you of the duty of Angri-La, to train the young Prince's of Dundrasil for six years. After the exchange, head up the stairs and into the Grand Master's Chamber where you'll find a wardrobe containing a **Magic Water**. Return down the stairs and follow the High Lama east to the Field of Discipline, he'll teach you some more of Erdea's history before you spend the night feasting away in Angri-La.



The two participants put their defences on the line in order to give their attack power an incredible boost.

Requires both party members to be pepped up.

Speak to the man before heading off to the mountain (left), use the Pep Power Blaze of Glory against a Boreal Serpent outside. (right)

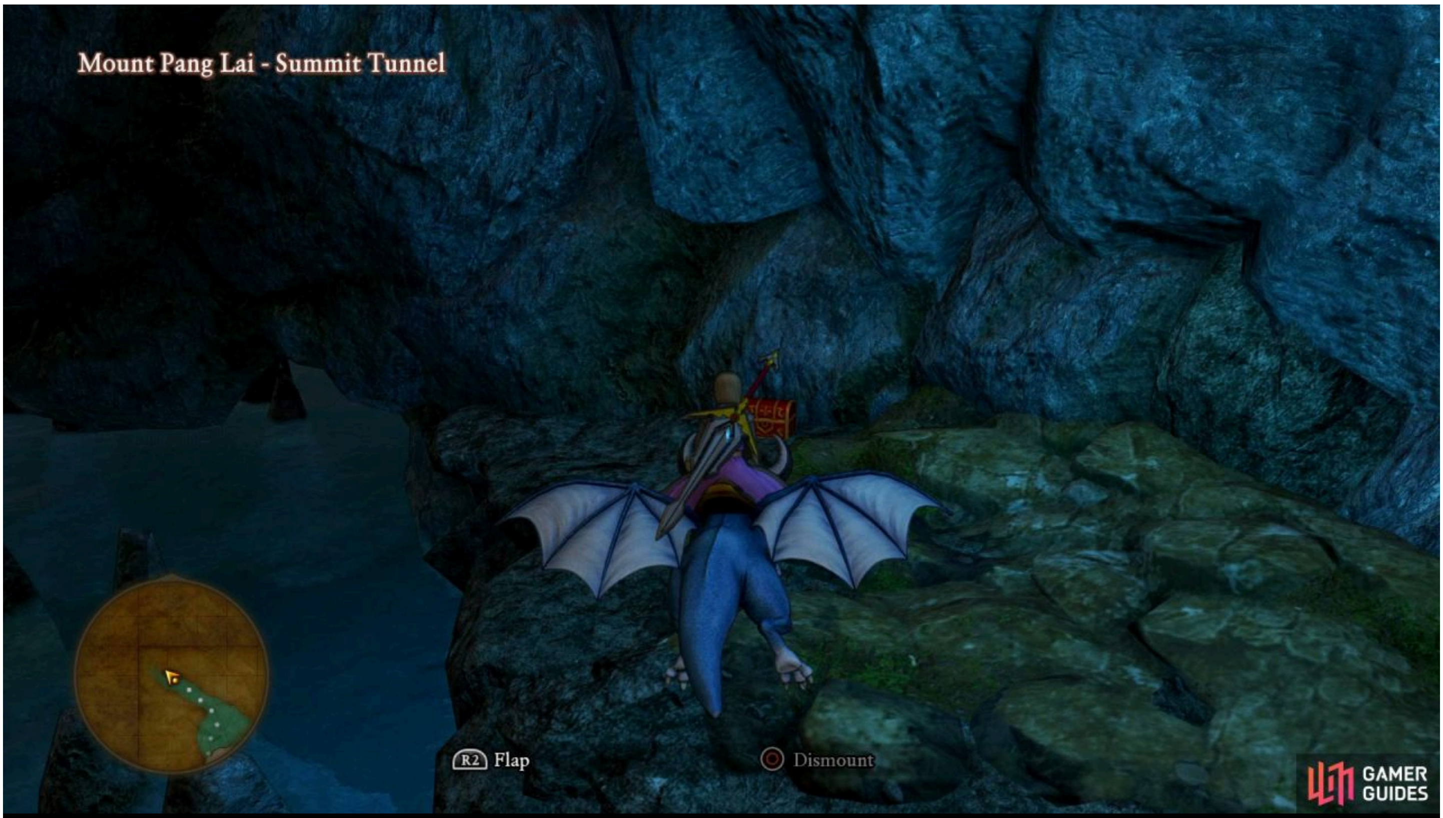
The next morning, head outside to discover that a disciple is delivering grave tidings to the High Lama. A hermit is at the top of the mountain infested with monsters and Hendrick and the Hero offer their assistance in retrieving him. Before setting off for Mount Pang Lai, head back down to the Middle Level and speak to the man near the priest who will offer you a challenge, agree to accept **Quest 27 - Understanding Angri-La**. You'll need to head out to the mountain path and defeat a Boreal Serpent with the Pep Power Blaze of Glory, an easy enough endeavour. Once successful, return to the man to complete the quest and obtain a **Mystic**.

Regardless if you've finished the quest or not, make your way out of Angri-La and head to the cave to the east, the man will now let you pass to enter the Summit Tunnel.

Summit Tunnel

The path to the top of the mountain is short and there's only one chest to find. On top of that, there are no new monsters to fight here too (other than Black Dragons you fought back in Heliodor) so you should know what to expect.

Begin by following the path until you reach the first glittering Dragon Rider, defeat it to snag yourself a mount and begin following the path until you reach a large lake. Fly over to the northwest and land on the small island, a chest rests here containing a **Sorcerer's Ring**. Fly back over the lake and follow the linear path back outside to the Summit.



You'll need to a mount to reach this chest.

Follow the steps to the top and when you regain control of the Hero, make use of the Camp. At long last there's a new Greatsword for you to forge for the Hero in the form of the Wyrmfang and consider reworking the Ice Axe for Hendrick if you purchased it. Be sure to rest at the Camp and save your game before approaching the hermit. After the revelation of discovering that the hermit is in fact Rab, the Hero decides to go into deep meditation to try and bring him back.

Definitive Edition

In the Definitive Edition of the game, there is a chest at the summit, next to the hermit. This chest contains a **Grand Master's Garb**, which is not only a piece of armor, but also a costume for Rab.

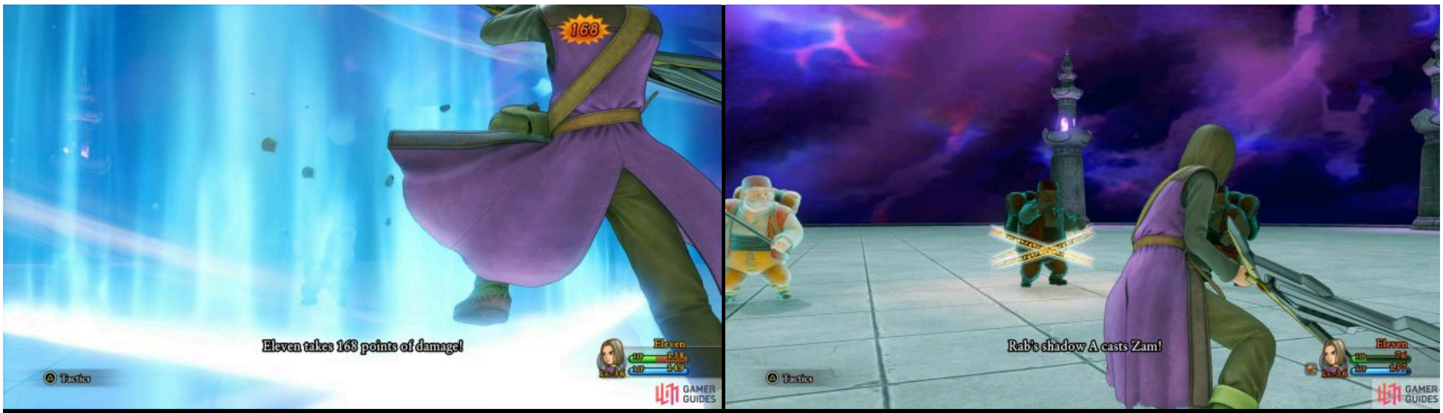
The Void

This dark gloomy place looks similar to the Fields of Discipline back in Angri-La. Head forward and speak to the woman who will inform you of what the Void is. Head through the door in front of you to meet up with Rab who is deep in training. As Rab learns the secret technique from the Age of Heroes, Grand

Master Pang wishes to teach the Hero a technique too. In order to expedite your training you'll need to spar against Rab, make sure you're prepared and then speak to Pang to begin.

Boss: Rab

The battle against Rab is a rather unique one in that your objective is not to defeat him but rather continue using your new skill, Quadraslash, to increase its power with each cast. Rab only has 500 HP but can summon copies of himself with an additional 100 HP each.



Eleven takes 168 points of damage!

Rab's shadow A casts Zam!

Pearly Gates will do huge damage if you're not defending (left), his copies will hit you with Zam and Kasap. (right)

Rab's most damaging attack is his new skill, Pearly Gates however you can prepare for this in advance. On the combat round before using this, he will prepare himself, this is your cue to defend for the next round and limit the damage. If your HP drops below 150 then be sure to use Moreheal on yourself before returning to casting Quadraslash. After using the skill for the fifth time you will defeat Rab and power up the skill.

Tip

Quadraslash is a great skill that deals large damage to all enemies. This is especially useful for Greatsword users due to the Giga skills being group based.

Mordegon finally catches up with you here in the Void however Rab and the Hero combine their new techniques to unlock another secret power and push him back. Upon waking up, the Hero falls into a deep sleep and is taken back to the Temple to recover. Once you regain control, head down the stairs and out of the High Hall to meet up with Rab (who has rather quickly regained his weight) and the others. You'll gain direction on where to head next as Rab suggests to head out to look for your missing companions. Rab will also rejoin the party with an expanded Character Builder.

A Disciple Worthy of the Name

Awarded for overcoming a taxing trial and mastering a secret skill.

G 10

With Rab's new Character Builder, consider taking him to the left of the Enlightenment tree to obtain the very useful hidden panels there. There's also a new side activity available for you now, the [Wheel of Harma] found where the Field of Discipline is however you won't be able to handle the harsh restrictions until your party sits around Level 50+ so ignore it for now.

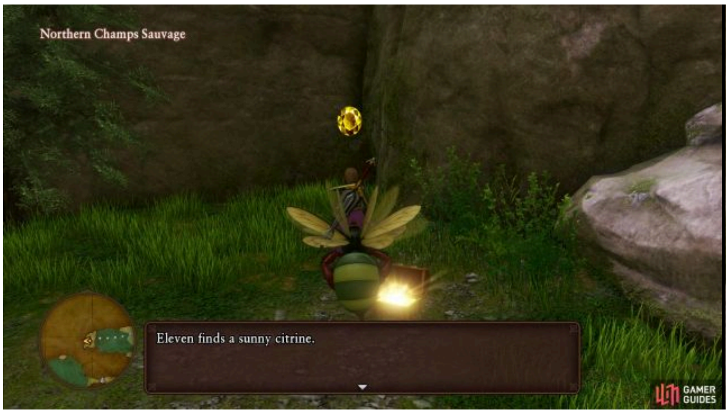
Reuniting with Sylvando

GAMER GUIDES

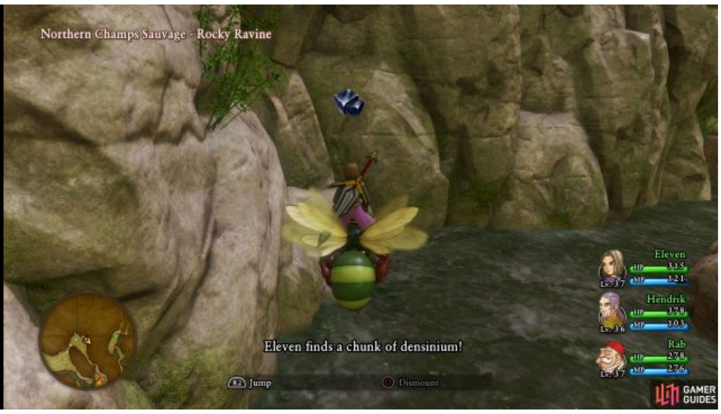
A Quick Detour to L'Academie

Your next destination lies in the direction of Phnom Nonh but first, it's a good idea to take a quick detour and go see how L'Academie de Notre Maitre des Medailles is holding up. From your current position in Mount Pang Lai, Zoom to Mount Pang Lai Campsite to reach the base of the mountain and then head back to the Costa Valor.

You only have access to the top half of this area but as you may notice from taking a glance at the map, there's a new passage opened up to the Champs Sauvage to the west. Head to the Camp and rest to register it on your Zoom list and then access the Champs Sauvage.


Northern Champs Sauvage
GAMER GUIDES

Eleven finds a sunny citrine.


Northern Champs Sauvage - Rocky Ravine
Jump
Dismount
Eleven
Hendrik
Rab
GAMER GUIDES

Eleven finds a chunk of densinium!

Use a mount to reach the chest across the lake (left), then grab all the new Sparkly Spots using it. (right)

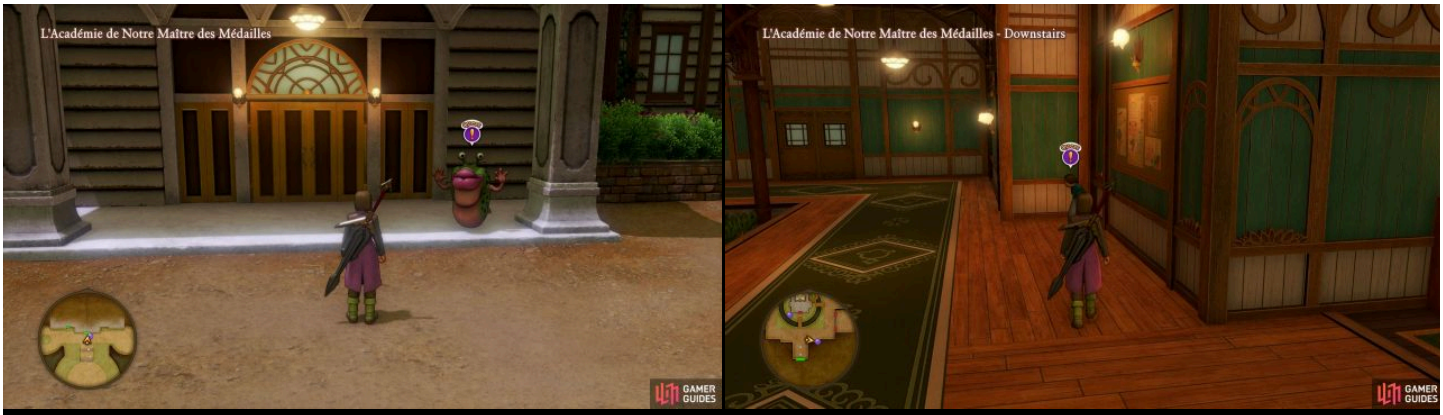
The Champs Sauvage, like most other areas in Erdrea now, features Vicious upgrades to the monsters here. If your party sits around Level 36 then you should have no problems dispatching the foes here. Make your way to the North Campsite and rest to register the destination and check out the wares of the merchant, he has some useful items if you've been neglecting the forge.

Continue north through the Rocky Ravine until you approach L'Academie and you'll come across a glittering Honeyhead Horknight. Defeat one and mount it and fly over the nearby lake to find a chest containing a **Sunny Citrine**. Use the mount to zip all over the region now to nab the new Sparkly Spots containing an **Ethereal Stone**, **Mythril Ore x2** and **Densinium**. Return to where you found the mount and proceed north back to L'Academie.

L'Academie de Notre Maitre des Medailles

There are no new Items to nab or scenarios that take place but there are handful of quests you can accept along with the chance to turn in your Mini Medals. For now, proceed north to the entrance and speak to the Lips outside to begin **Quest 28 - Madame Labouche's Life Lesson**. You'll need to have your Charm at 330 or higher to pass her check, something that will become easier shortly.

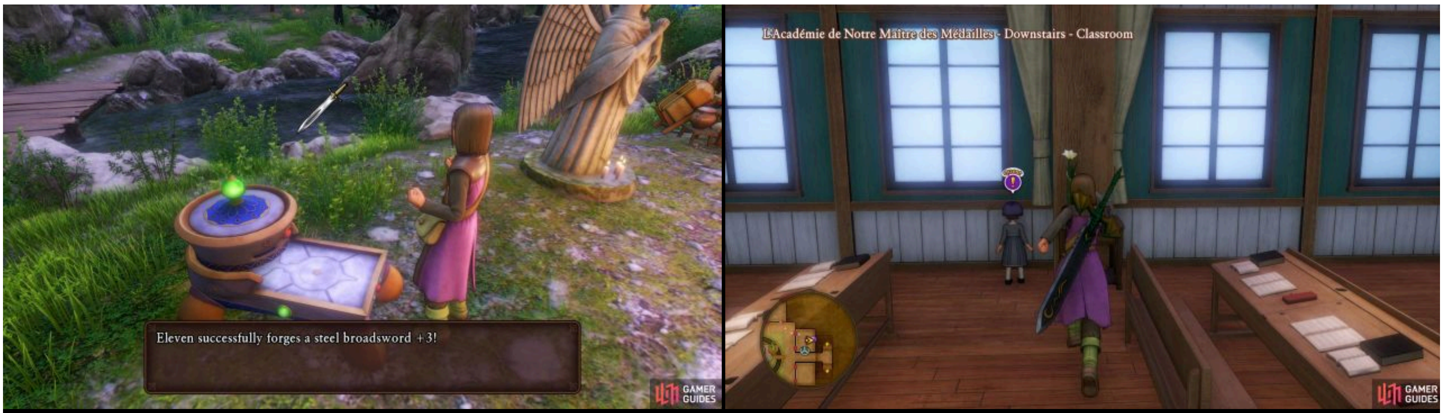
Head inside now and speak to the old woman to the right of the door to accept **Quest 29 - A Delayed Diploma**, she wants you to head to Sniflheim and track down a student that never received her diploma, something you'll need to hold off on doing for a while. Next up, head toward the Headmaster's Office and speak to the zombie there to begin **Quest 30 - A Fragrant Fille**, she needs help procuring more of her perfume in the Cryptic Crypt, a dungeon you'll be revisiting later.


L'Académie de Notre Maître des Médailles
L'Académie de Notre Maître des Médailles - Downstairs
GAMER GUIDES
GAMER GUIDES

There are an assortment of quests to accept here (left), many of which you won't be able to complete right away. (right)

Head in to see the Headmaster now and hand over your Mini Medals, you should have enough to obtain the **Spiked Armor** and the **Miracle Sword**, both very useful items. Head into the Bibliotheque next and speak to the Shellslime to accept **Quest 31 - A Right Riddle**, he wants you to equip the weapon from his riddle. You'll need to equip a Steel Broadsword for this, if you don't have it then Zoom over to the nearest Camp and forge it along with shifting the time of day to night before returning to L'Academie. For equipping the sword and speaking to the Shellslime once more you'll obtain the next riddle, this one requires you to equip a Fizzle Foil, a weapon you don't have yet.

Finally, head into the northeast Classroom at night to find a ghost peering out the window. Speak to the girl to accept **Quest 32 - One Last Request**, in order to pass over to the next life, she wishes for you to track down the most precious treasure of Maxie van Bloem for which you'll have to wait until you have means to travel across the sea again. As you may have noticed, these quests will remain ongoing as you travel around Erdrea during Act II but it's useful to accept the quests before you reach the areas in question. When you're ready, save your game and then exit back to the Champs Sauvage region.


Eleven successfully forges a steel broadsword +3!
L'Académie de Notre Maître des Médailles - Downstairs - Classroom

Forge a Steel Broadsword for the first riddle of Quest 31 (left), the girl for this quest wont appear unless it's night. (right)

Make your way south across the large bridge, in the direction of Phnom Nonh. You'll come across a man being attacked by a Weretiger as Sylvando and his merry troupe come to the rescue.

Soldier of Smile

Awarded for encountering some steadfast allies.

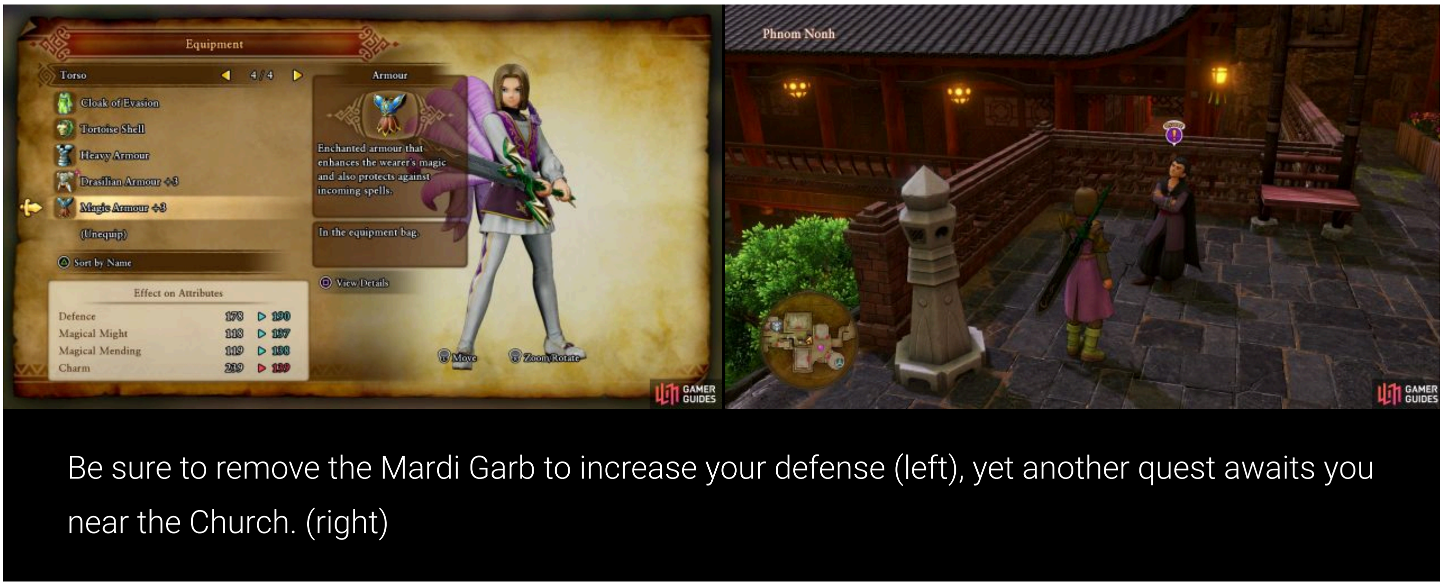
G 10

When you regain control in your snazzy new outfit, make your way south to Phnom Nonh to escort Da back to his house. If, for some reason, you get separated from the troupe, head back to the bridge to meet up with them.

Phnom Nonh

GAMER GUIDES

Matters have taken a turn for the worse for Phnom Nonh as the villagers are nowhere to be seen and the mood seems incredibly downbeat. Check out the Weapons and Armor shop, you'll find the King Axe here if you didn't forge one earlier and some of the armor is not bad if you've been lacking with your forging. As you continue up the stairs you'll find a man with a request, agree to begin **Quest 33 - Worth its Salt**. You'll need to head to Laguna di Gondolia to track the salt down, something that is out of your reach for now. Head to the house opposite the Church now to find Da and will learn of his son's disappearance. You'll learn of the monster Avarith and how she took the town's valuables and fled south of town.


Equipment
Torso
4 / 4
Cloak of Evasion
Tortoise Shell
Heavy Armour
Drasilian Armour +3
Magic Armour +3
(Unequip)
Sort by Name
Armour
View Details
Move
Zoom/Rotate
Phnom Nonh
GAMER GUIDES
GAMER GUIDES

Enchanted armour that enhances the wearer's magic and also protects against incoming spells.

In the equipment bag.

Effect on Attributes		
Defence	178	▷ 190
Magical Might	118	▷ 137
Magical Mending	119	▷ 138
Charm	239	▷ 139

Be sure to remove the Mardi Garb to increase your defense (left), yet another quest awaits you near the Church. (right)

Note

If you're still wearing the Mardi Garb from earlier, replace it with your regular armor, the low defense will be of no help.

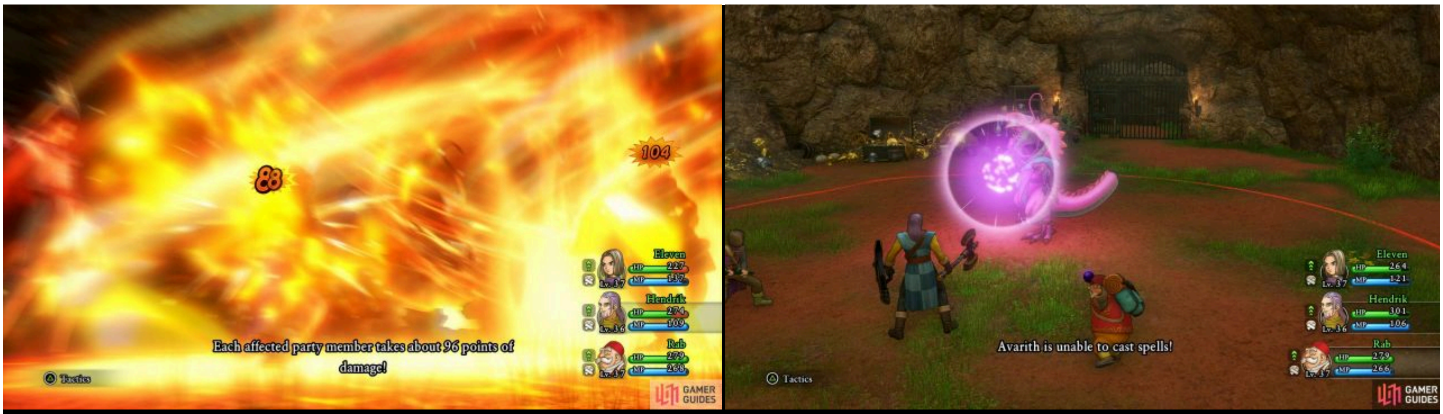
Save your game and make use of the Inn before heading out of Phnom Nonh. Make sure you rest at the nearby Camp to register it to your Zoom list and then head south to the Promontory Cave. Make sure you're fully prepared and then approach the dragonlike creature in the middle.

Boss: Avarith

GAMER GUIDES

Avarith has the ability to seal the entire party's spells and for that reason, you'll want to use abilities to recover your party. Rab's Zing stick is useful for emergencies as is Hendrick's abiltiy to soak up damage. Avarith has 2200 HP so she won't go down quick and you'll want to try and take Avarith down as quickly as possible to negate the need to Heal.

Her most deadly attack by far is Kasizz, this will hit the entire party for around 100 HP. She can also Kabuff herself, you can counter that with Helm Splitter from Hendrick if you're using Axes on him. You can counter her heavy spellcasting by using Antimagic with Rab, this will seal her spells and cause her to resort to using regular attacks. These still hit hard, around 70 HP+ and the same person getting hit in one combat round will rack up. Make use of Rab's Staff of Salvation to do some light healing if you need to.



Each affected party member takes about 96 points of damage!

Avarith is unable to cast spells!

Kasizz is a devastating ability (left), so counter it with Rab casting Anitmagic on the boss. (right)

Like always, the Hero is devastating with Unbridled Blade, especially if Hendrick can lower Avarith's defense with Helm Splitter. Hendrick is useful with the forementioned ability as is Parallax which can sometimes paralyze her and give you a bit of breathing space. Rab should stay on healing duty with Staff of Salvation and keeping Right as Rain up along with Antimagic on Avarith. If you get a moment to cast spells before they're sealed again, use a Multiheal to top everyone up.

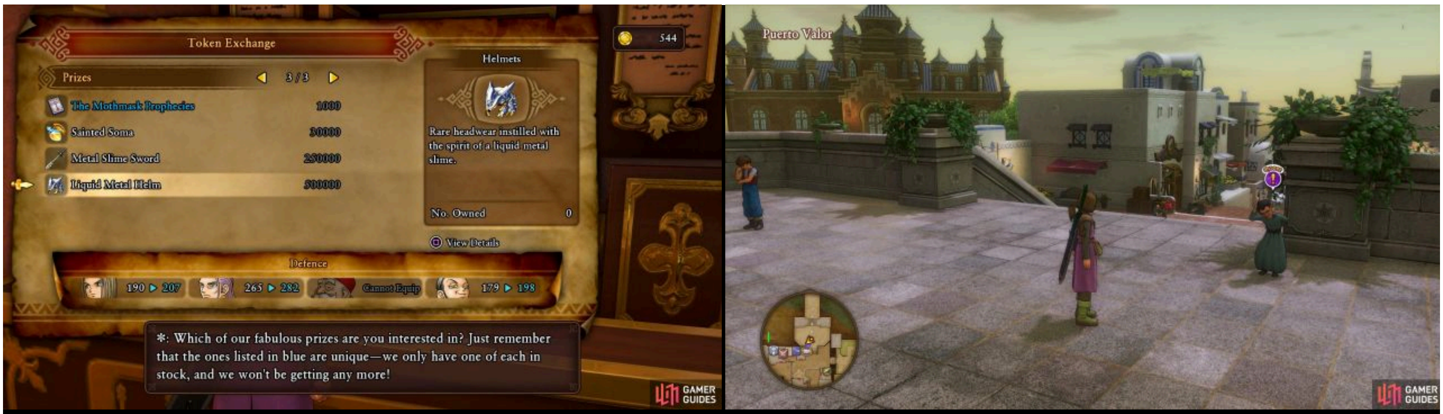
With the fiend defeated, Son releases everybody and Sylvando escorts them back to Phnom Nonh. Zoom back yourself to find the area a lot more upbeat, make your way back to Da's house to see the tearful reunion. Head to the top of the hill overlooking the ruins now and you'll meet up with Sylvando once more. He decides to rejoin you in your quest to defeat Mordegon but first wants to find a safe place for his troupe.

Head back to the entrance of town where Sylvando will announce his decision to leave the troupe. He has however decided on leaving them with his father in Puerto Valor, your next destination. Zoom back to the Costa Valor Camp before proceeding through the tunnel to the east of the area to reach the southern section of this region and into Puerto Valor itself.

Puerto Valor

Sylvando decides to wait at the entrance of town while you go and speak to Don Rodrigo alone. Make your way over to the house then head inside and enter the room at the top of the stairs. Leave the house once Hendrick wishes to speak to Don Rodrigo alone and make your way down to the beach to find Sylvando. After Sylvando's emotional story, return to the house as more amusing scenes play out. Before you Exit out of the house, search the bookshelf in this room to find a Recipe Book, **Platinum Plating** and search the right wardrobe for a **Finessence**. Leave the house now and Sylvando will rejoin the party along with a new Pep Power, Hit Parade. On top of that, you regain access to the Salty Stallion which will allow you to travel the Inland Sea once more.

Return to Puerto Valor and speak to the man near the entrance to begin **Quest 34 - When Knight Falls**. For this quest, you'll need to head to the Eerie Eyrie to defeat a Knight Aberrant with the Arise Pep Power usable by the Hero, Sylvando and Hendrick. As you only have four party members at the moment, it's best to wait until you get one more party member so you can rotate out party members who are Pepped Up.



The Mothmask Prophecies	1000
Sainted Soma	30000
Metal Slime Sword	250000
Liquid Metal Helm	500000

Rare headwear instilled with the spirit of a liquid metal slime.

*: Which of our fabulous prizes are you interested in? Just remember that the ones listed in blue are unique—we only have one of each in stock, and we won't be getting any more!

the Liquid Metal Helm is useful but nothing groundbreaking. (left), Be sure to return and pick up the quest from Puerto Valor (right)

Finally, check out the Casino to discover that you now have access to the high stakes tables. This will allow you to rack up more Tokens at a quicker pace and there's new prizes for you too. The Liquid Metal Helm is by far the best item on the list but it's nothing too out of this world, if you enjoy the Casino and find yourself with enough Tokens then by all means pick one or two up. Do however, pick up the new Recipe Book, The Mothmask Prophecies as it's a one time item.

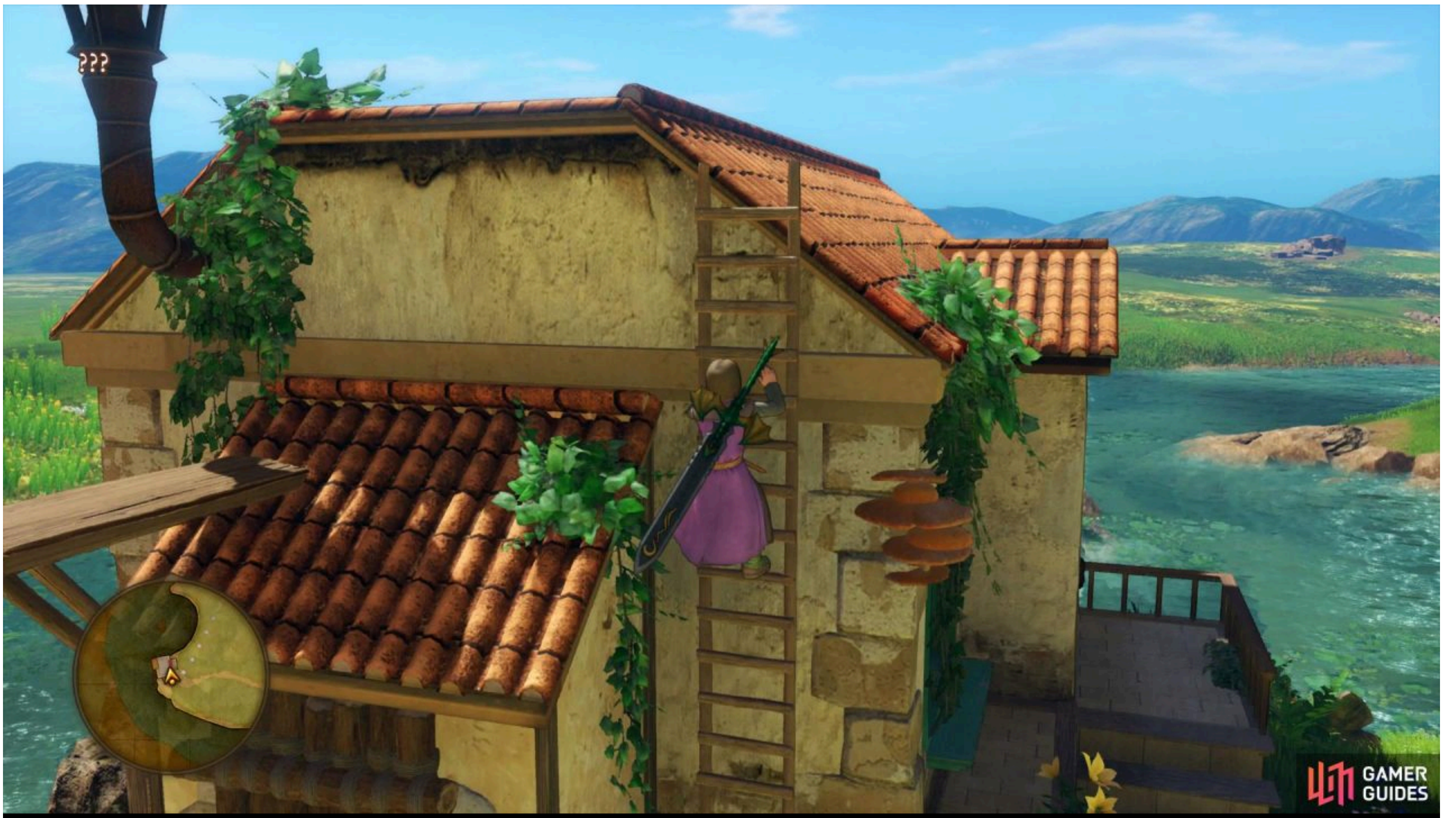
The last order of business for now is to check out Sylvando's Character Builder. If you haven't already unlocked Have a Ball from the Litheness tree (above the Agility +20 panel) then work on getting that first. Following that, your next targets should be That's Amore and Pink Pirouette.

Reuniting with Jade

GAMER GUIDES

The Inland Sea

Back in the Costa Valor, grab a horse and make your way to where the Salty Stallion is docked to reach the Inland Sea once more. Although you now have access to Gondolia again, hold off on it for now as you'll be travelling that way later. Instead, make for the Zwaardsrust Region to the northwest. As you approach land, the monstrous beast that attacked Nautica, Alizarin, attacks the ship. Following the events, the Hero is thrown overboard and wakes in a strange place.



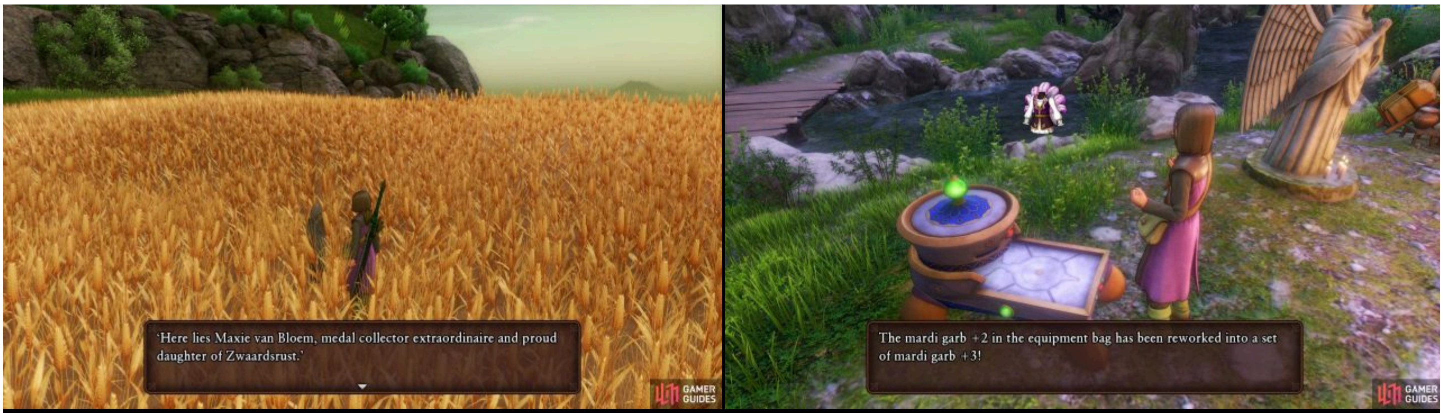
Climb the ladder on the side of the house to reach the person.

When you regain control, cross the bridge and climb to the roof of the lone house to speak with the woman fishing (who was moments ago a Merman). Take heed of her notice and grab one of the nearby fishing rods and listen to the advice of The Seer. Drop back down and enter the house to learn more about The Seer and you'll be left with cryptic clues as you awaken on the shore.

Zwaardsrust Region

Unlike most other places in Erdrea at the moment, Zwaardsrust is relatively unchanged save for the appearance of Vicious monsters. Your destination is the Warrior's Rest Inn but first check the fields of hay to the southeast of the Inn to find a small gravestone. This is the *treasure* that the girl in **Quest 32** was looking for. Once you reach the Warrior's Rest Inn and register it as a Zoom destination, return to her and complete the quest to obtain a **Chronocrystal**.

Additionally, head to a Camp and rework the Mardi Garb to +3, this should allow you to reach 330 Charm to complete **Quest 28** and obtain a Recipe Book, **Glam Gear for Go-Getters** which will allow you to forge a new costume for Sylvando.



'Here lies Maxie van Bloem, medal collector extraordinaire and proud daughter of Zwaardsrust.'

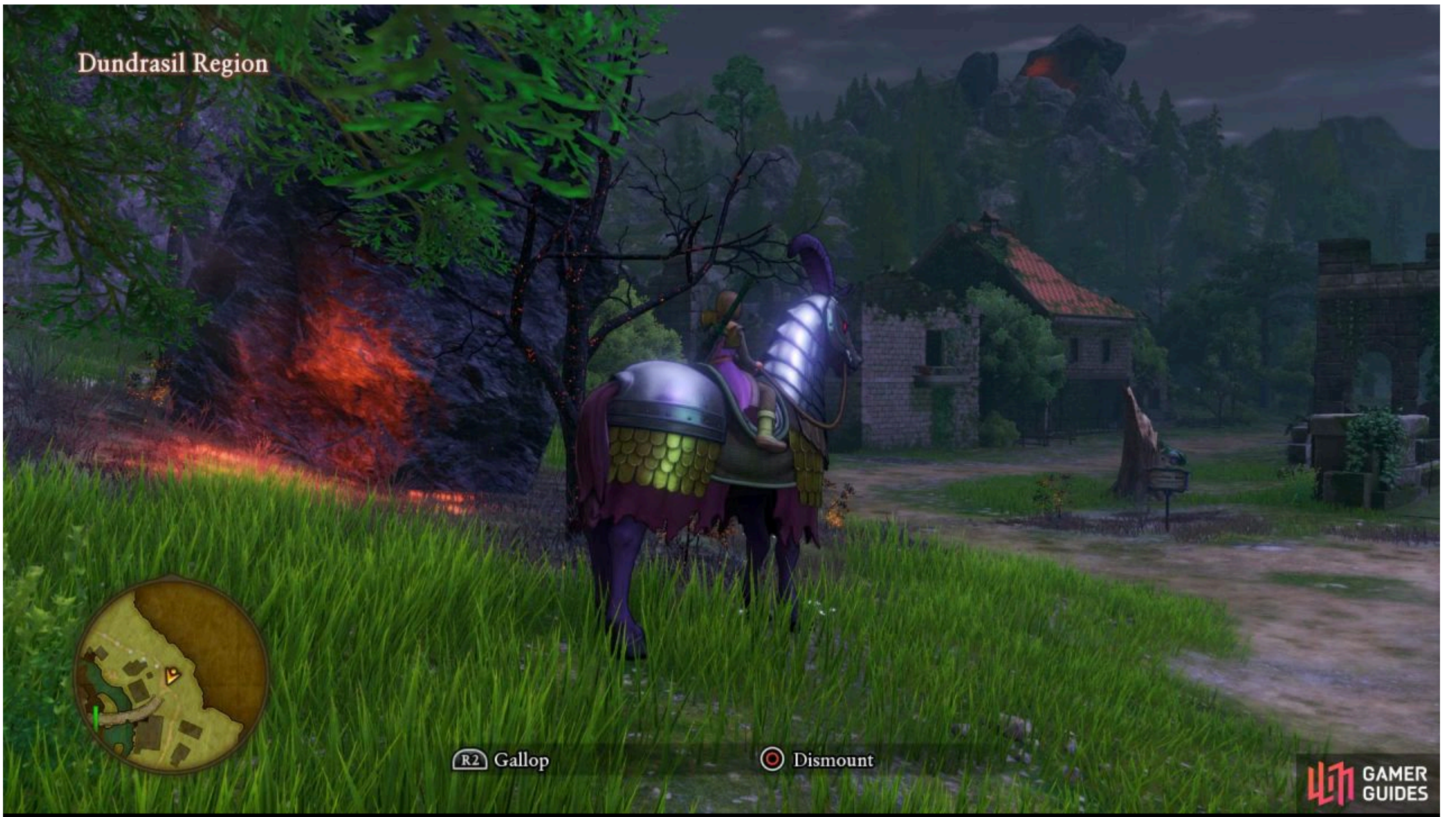
The mardi garb +2 in the equipment bag has been reworked into a set of mardi garb +3!

You'll find a gravestone in the fields to the east of the Warrior's Rest Inn (left), rework the Mardi Garb +3 to boost your Charm needed for Quest 28. (right)

Zoom back to The Warrior's Rest Inn and search the shop to stock up on any items you may need, the Warrior's Helm offers sturdy defense when upgraded to +3. Head inside and rest for the evening and you'll dream about a Drasilian Knight followed by a request to release him from his anguish. With your target now set, save your game and leave the Warrior's Rest Inn, taking the western path into the Dundrasil Region.

Dundrasil Region

Southern Dundrasil is rather unchanged too surprisingly, it seems the monsters finished with it long ago. Make your way north past the Ruins and rest at the nearby Camp to register it to your Zoom destinations. While you're at this Camp, switch it to night and then look around the area for a glittering Headless Horseman. Defeat it and then mount it, this should be the final monster mount and unlock a Trophy in the process.



The Headless Horsemen should be the final mount you need for the Trophy.

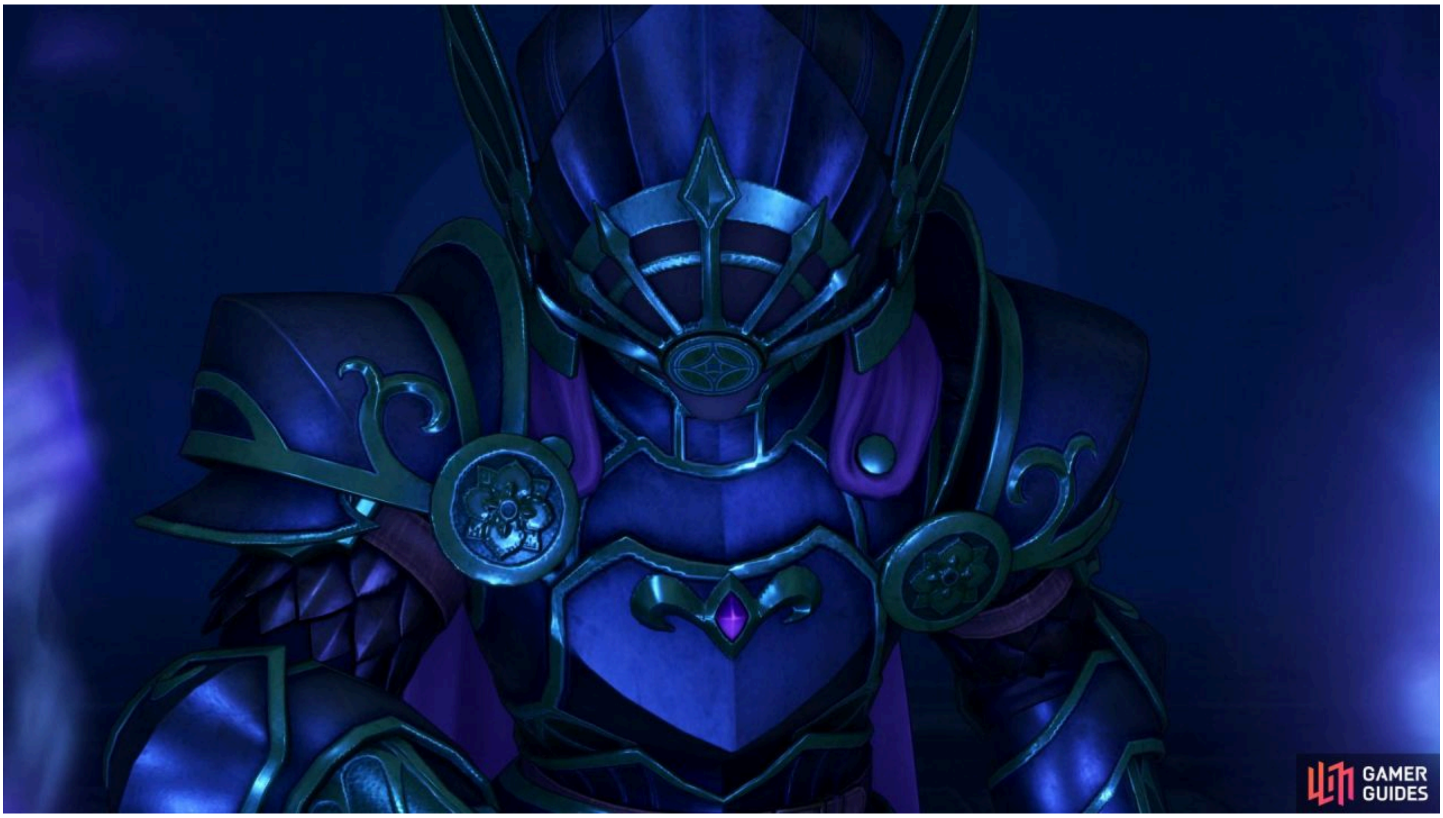
Mount Olympian

Awarded for successfully riding all mountable monsters.

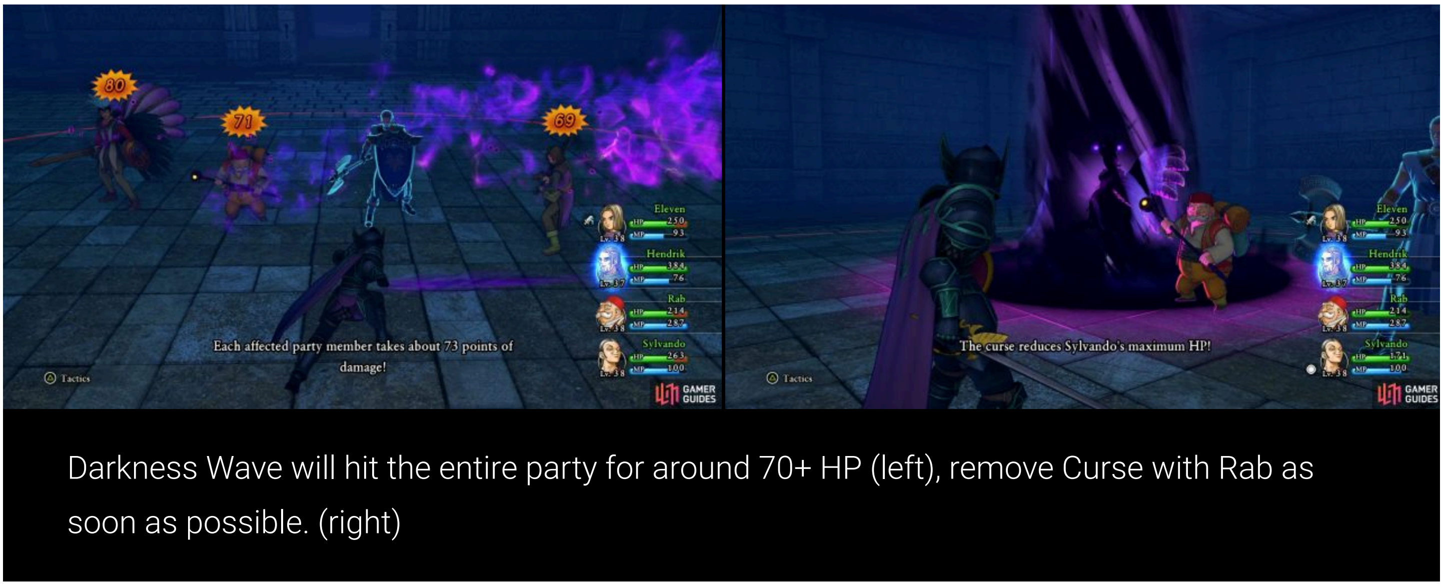
G 10

Make your way into the Ruins now and use the well once more to reach the Castle ruins. Follow the path through the rubble and Rab will uncover a secret passage. The dungeons are devoid of monsters and the path remains linear until you reach an intersection where you'll find a chest containing four **Sage's Elixirs**. Follow the path south to eventually reach the Restless Knight who attacks the party without hesitation.

Boss: Restless Knight



The Restless Knight has around 2400 HP and can pack a punch with his attacks. You'll want to Blunt and Sap with Rab to make him more manageable when he Peps Up. The Darkness Wave attack will hit the entire party for over 70HP and can be followed up by a Falcon Sword based attack that will really hurt the character it hits. He'll also Curse characters, a status effect that Rab can remove if you're fortunate enough to not have him be the victim of it. Finally, he can also Pep himself up to increase his damage greatly, be sure Blunt is on him if this occurs.



Each affected party member takes about 73 points of damage!

The curse reduces Sylvando's maximum HP!

Darkness Wave will hit the entire party for around 70+ HP (left), remove Curse with Rab as soon as possible. (right)

As for attacking the Restless Knight, Sap or Helm Splitter him to decrease his defense and then use Sylvando to Oomph the Hero. Unbridled Blade will hit for over 600 HP at this point and four of them will kill him outright. Pearly Gates is effective from Rab if you get the chance to cast it as is Parallax from

Hendrick, leave Sylvando to Oomph or Hustle Dance duty.

Following your victory, it turns out the Restless Knight is in face King Irwin, the last King of Drundrasil and the father of the Hero. When you regain control, examine Irwin and move in closer to be whisked away.

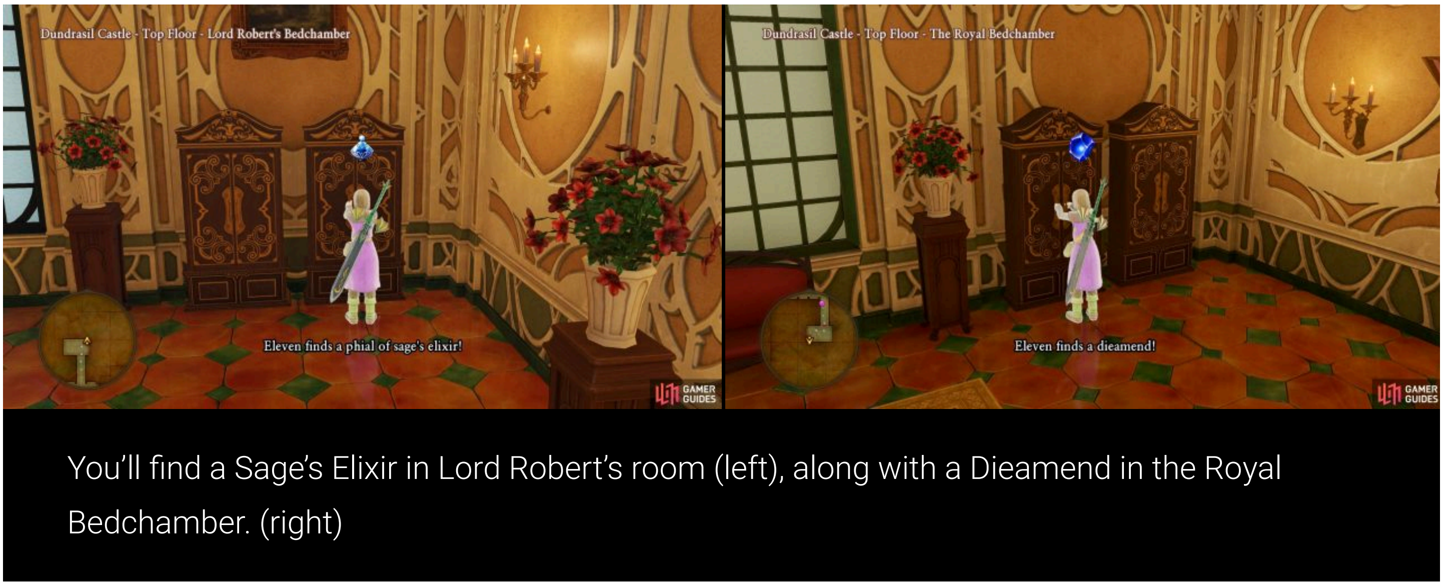
Dundrasil Castle

Items	Area
Wakerobin	Middle Floor, Banquet Hall, pot
Wakerobin	Middle Floor, Banquet Hall, pot
Special Antidote	Middle Floor, eastern room, pot
Sage's Elixir	Top Floor, Lord Robert's Bedchamber, wardrobe
Dieamend	Top Floor, Royal Bedchamber, wardrobe
Special Medicine	Bottom Floor, south room, barrel

Note

If you have the Definitive Edition of the game, then you won't find any (minus the final one) of the items in the following section, since they were gotten during **Rab's Interlude**.

You'll find yourself in the past of Dundrasil on the day the four great leaders meet to discuss the birth of the Luminary. Once you regain control in the Banquet Hall, check out the northwest and southeast corners to find some pots to smash, inside you'll obtain two **Wakerobins**. Leave the Banquet Hall and head over to where the King's are conversing before heading across the gardens and into the eastern room here to find more pots in the corner to smash containing a **Special Antidote**.


Dundrasil Castle - Top Floor - Lord Robert's Bedchamber
Eleven finds a phial of sage's elixir!
GAMER GUIDES
Dundrasil Castle - Top Floor - The Royal Bedchamber
Eleven finds a dieamend!
GAMER GUIDES

You'll find a Sage's Elixir in Lord Robert's room (left), along with a Dieamend in the Royal Bedchamber. (right)

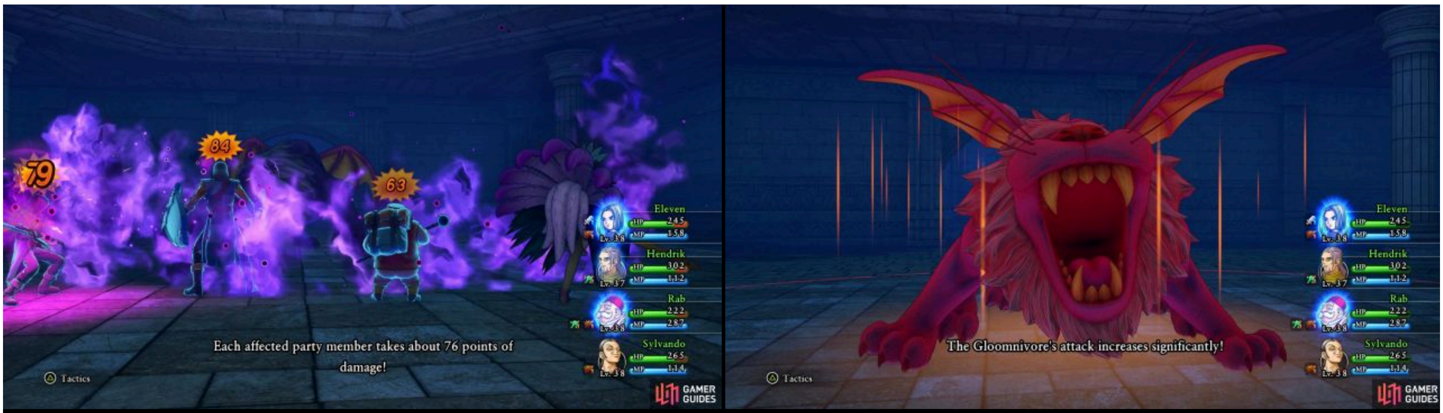
Take the stairs to the Top Floor and go into the Throne Room where you'll find another two rooms you can enter. Go inside the northern room first and search in the wardrobe for a **Sage's Elixir**. Head into the Royal Bedchamber next to find Queen Eleanor and Jade with the baby. When you regain control, search the wardrobes in the corner to find a **Dieamend** and then make your way over to the Council Chamber. You'll witness firsthand the Colloquy from the intro as the King's discuss the future of Erdrea now the Luminary is born into the world. Just as matters seem settled, disaster strikes as the monsters begin their attack on Dundrasil.

As you regain control, race out of the room and following the event, make your way back to the Throne Room. Follow the King down to the Bottom Floor as they realise the front door is too risky, leaving the tunnels as the only means of escape. Head into the southern room first to find a barrel containing the final item, a **Special Medicine**. Enter the northern room now and follow the King into the tunnels below where you will eventually run into the King again. When you're ready, examine the monsters standing in front of you to help Irwin fend them off. Quadraslash is useful here allowing you to hit all of the monsters at once.

Follow Irwin as he attempts to reach King Carnellian as you witness the moment Mordegon takes control of him. You'll find yourself back in present time, make sure to recover your HP and MP before interacting with the beast in front of you.

Boss: Gloomnivore

The Gloomnivore is a tough boss with many damaging attacks that sits with around 2750 HP. His Nightmarish Sigh will hit the whole party for around 70HP each and will increase by more when he increases his attack. On the plus side, this decreases his Defense too which saves you the trouble of reducing it with Sap. Have Rab reduce his attack with Blunt and this skill will actually be to your benefit.


Each affected party member takes about 76 points of damage!

The Gloomnivore's attack increases significantly!

Nightmarish Sigh hits the party for over 70 HP (left), this can be increased further when he goes on the Offensive. (right)

With the decrease in Defense, the Hero with Oomph will deal devastating damage to Gloomnivore with Unbridled Blade. Gloomnivore is also susceptible to Paralyze so Parallax will be useful and like always, let Sylvando heal the party with Hustle Dance. If you manage to get Paralyze to land, you'll whittle Gloomnivore down in no time with no threat at all.

Once the Gloomnivore defeated, Irwin is at last free from his nightmare and will meet his son before he departs with Queen Eleanor to the afterlife.

Knight of the Living Dread

Awarded for bringing an end to an endless nightmare.

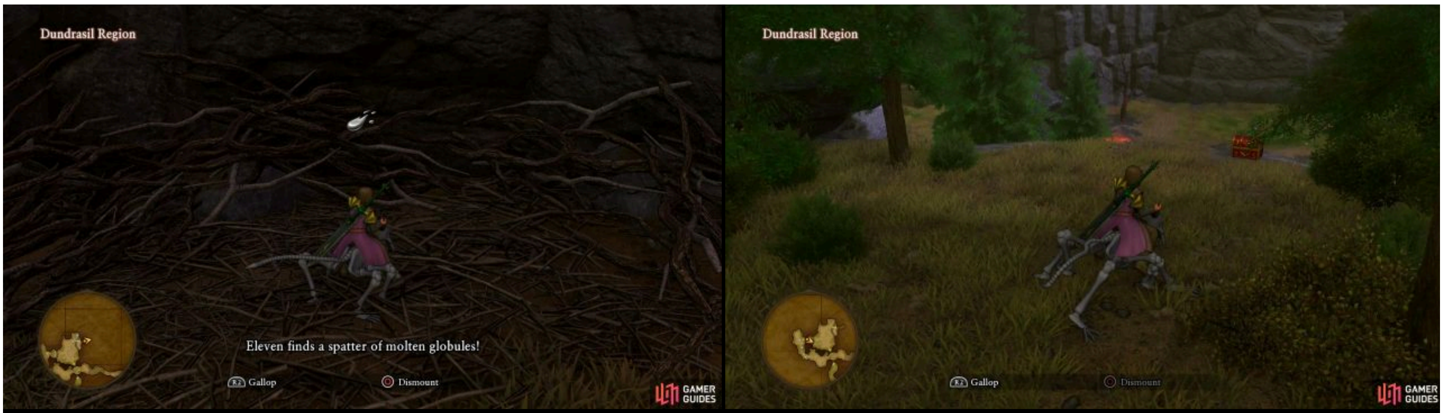
G 10

The Hero's Character Builder will expand at this point, with the Swordmastery tree getting access to the most powerful skills and the Luminary tree being expanded massively. You have a couple of options for how you want to build him for now, you can continue to progress and unlock the highest Giga based spell for Swords or Greatswords or you can dabble in the Luminary tree. To the right of the tree you'll find spells such as Fullheal and Omniheal while to the left you'll find Zapple and Kazap, two very powerful spells. For now, consider unlocking the mystery panel in the center of the Luminary tree, Pep Up, which will allow you to induce the Pepped Up state for the Hero at any time.

Dundrasil Region

Rest up and save your game before heading north in the direction of Octagonia. Continue north at the intersection and defeat a glittering Vicious Demonrider to mount it. Climb the nearby wall to find a

Sparkly Spot containing **Molten Globules** and then while still mounted, head back to the intersection and take the eastern path. You'll reach another intersection shortly after, head west and follow the path to the end to find another wall to climb.



Eleven finds a spatter of molten globules!

Use the Demonrider mount to reach this Sparkly Spot in the northeast (left), while you'll find a chest to the northwest. (right)

Follow this path to a Sparkly Spot containing a **Brighten Rock** before climbing down the nearby wall to reach a chest containing a **Mini Medal**. Drop back down and follow the path back towards Octagonia where you'll run into a man who will let you know about a woman who may be of particular interest to the party. Follow the brothers north and into the town of Octagonia.

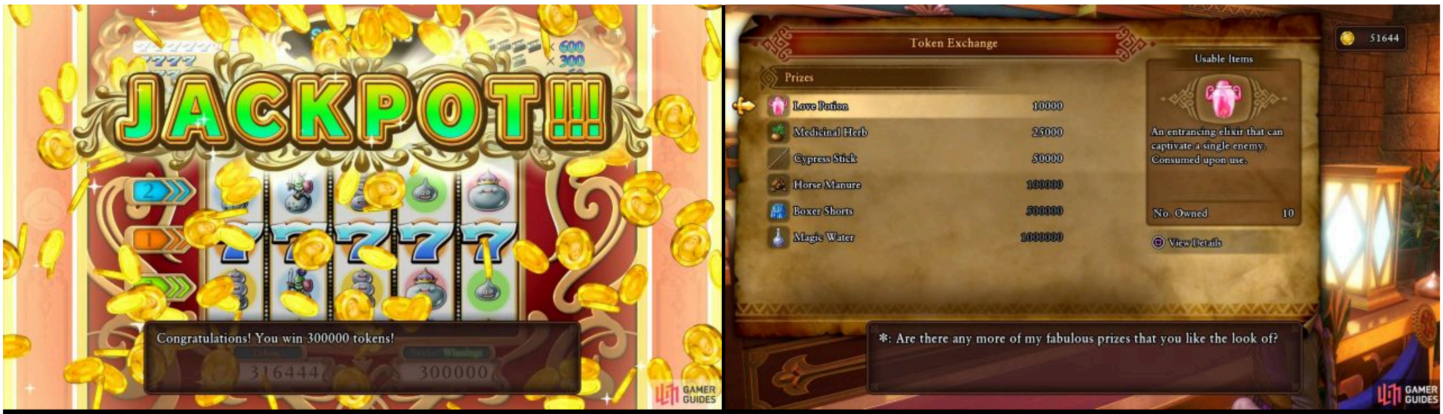
Octagonia

You're greeted at the entrance by a monster which fills you in on the current state of the town. Octagonia is a monster paradise with a brand new Casino on the Upper Part. Check out the Weapons shop to begin with, the Sage's Staff is a nice upgrade for Rab as is the Obliteratoriser for Hendrick if he's using Axes.

Save your game at the nearby Goddess Statue and then head up the stairs to the new Casino. This rather strange Casino will present you with 2000 free Tokens at the Exchange shop, be sure to take her up on the offer and then hit the 100 Token slots. You'll notice very quickly that your luck has increased tenfold and you're hitting Jackpot after Jackpot. Don't be fooled by this, as the Casino is a scam to bait customers in, the Prizes on offer aren't anything great.

Note

Following the conclusion of this scenario you'll lose all of the Tokens you've earned here so don't waste too much time earning Tokens.



Congratulations! You win 300000 tokens!

Token Exchange

Prizes	
Love Potion	10000
Medicinal Herb	25000
Cypress Stick	50000
Horse Manure	100000
Boxer Shorts	500000
Magic Water	1000000

An entrancing elixir that can captivate a single enemy. Consumed upon use.

*: Are there any more of my fabulous prizes that you like the look of?

Don't be duped by the sudden surge in luck (left), the prizes are worthless except for the Love Potions. (right)

The Items on offer at the Prize Counter is a Love Potion, Medicinal Herb, Cypress Stick, Horse Manure, Boxer Shorts and finally, Magic Water. As you can see, none of these items are of value other than the Love Potion. This is used in some Recipes (such as the new costume set for Sylvando) and you'll need one to reach the VIP area too so spend all your Tokens on a batch of these.

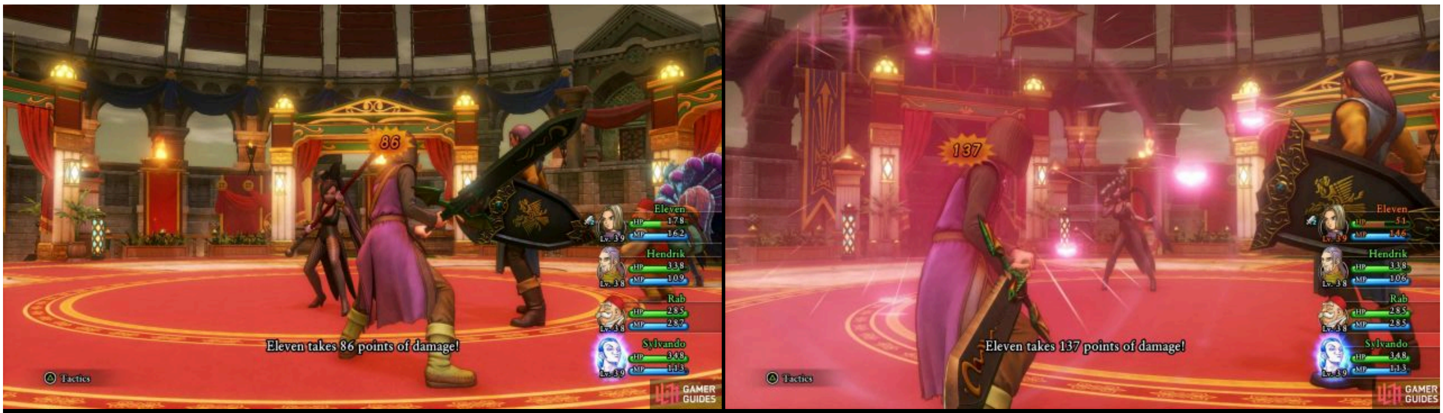
Tickington

In the Definitive Edition, near the green slot machines, is a yellow Tockle that will give you the pastword for **Briscoletti's Mansion**.

Head over to the Dracky near the stairs and present him with a Love Potion to gain access to the VIP area. Before you head up, be sure to have lots of MP healing items on Rab, the Hero and Sylvando, you'll need them. As you're escorted to the middle of the area you'll encounter a rather changed Jade who, when prompted, attacks you.

Boss: Jinxed Jade

Jade is no pushover and will make full use of her alluring abilities to assault the party. Like all bosses at this point, she will attack twice a combat round and her attacks hit for around 80 HP or more depending on your gear. She can target a single person or a group with her spear attacks and Sexy Beam will hit hard for over 130 HP so make sure you keep your HP up. She has around 1800HP herself so if you can Sap her, you'll be able to take her down fairly quickly. Finally, she can use Puff-Puff which has the possibility of Charming someone.



Eleven takes 86 points of damage!

Eleven takes 137 points of damage!

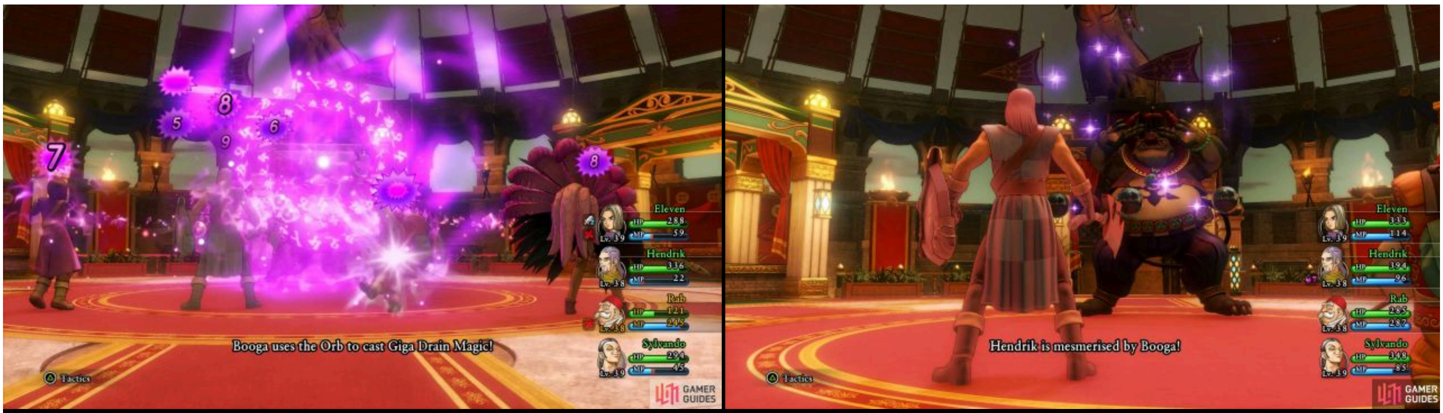
Jade's regular attacks hit hard (left), as does the damaging Sexy Beam. (right)

Sylvando should have learnt Oomphle by now, be sure to use it on the Hero to let him use Unbridled Blade and then return to Hustle Dance. Let Rab cast Blunt and Sap like always and Hendrick can make use of Parallax to deal hefty damage too.

Following your victory, you'll be introduced to the Spectral Sentinel in charge of this charade, Booga. After his revelation that the monsters in Octagonia were once humans, you'll be thrust straight into another boss.

Boss: Booga

Hopefully you was able to take Jinxed Jade down without losing too much HP or MP as you'll enter this battle in the exact same state as you were in at the end of that battle. Booga is a tough battle as he has the ability to easily Charm your party members as well as steal large amounts of MP from the party. If Sylvando is unaffected by Charm then make sure he uses Sobering Slap to free the person under the spell. Booga has around 3200 HP so it'll take a while to kill him, Blunt and Sap are absolute musts for this battle and Sylvando will be on permanent Hustle Dance/Sobering Slap duty.



Booga uses the Orb to cast Giga Drain Magic!

Hendrik is mesmerised by Booga!

Giga Mega Drain will siphon massive amounts of MP from the entire party. (left), Sobering Slap anybody who is hit with Mesmerise (right)

On top of all this, Booga will use Seductive Dance that can cause the entire party to dance if you're unlucky. His other attacks consist of a Swirling Cyclone that will hit for around 45 HP to the entire party and regular attacks that hit hard at around 90+ HP. Your method of attack should be no different from the past few boss battles, Sap the boss followed by Oomphle on the Hero and Unbridled Blade. Hendrick can contribute once the boss is sapped with Parallax too. If you find yourself low on MP, dish out the items that you should have stocked beforehand, MP management is a large factor in determining your victory.

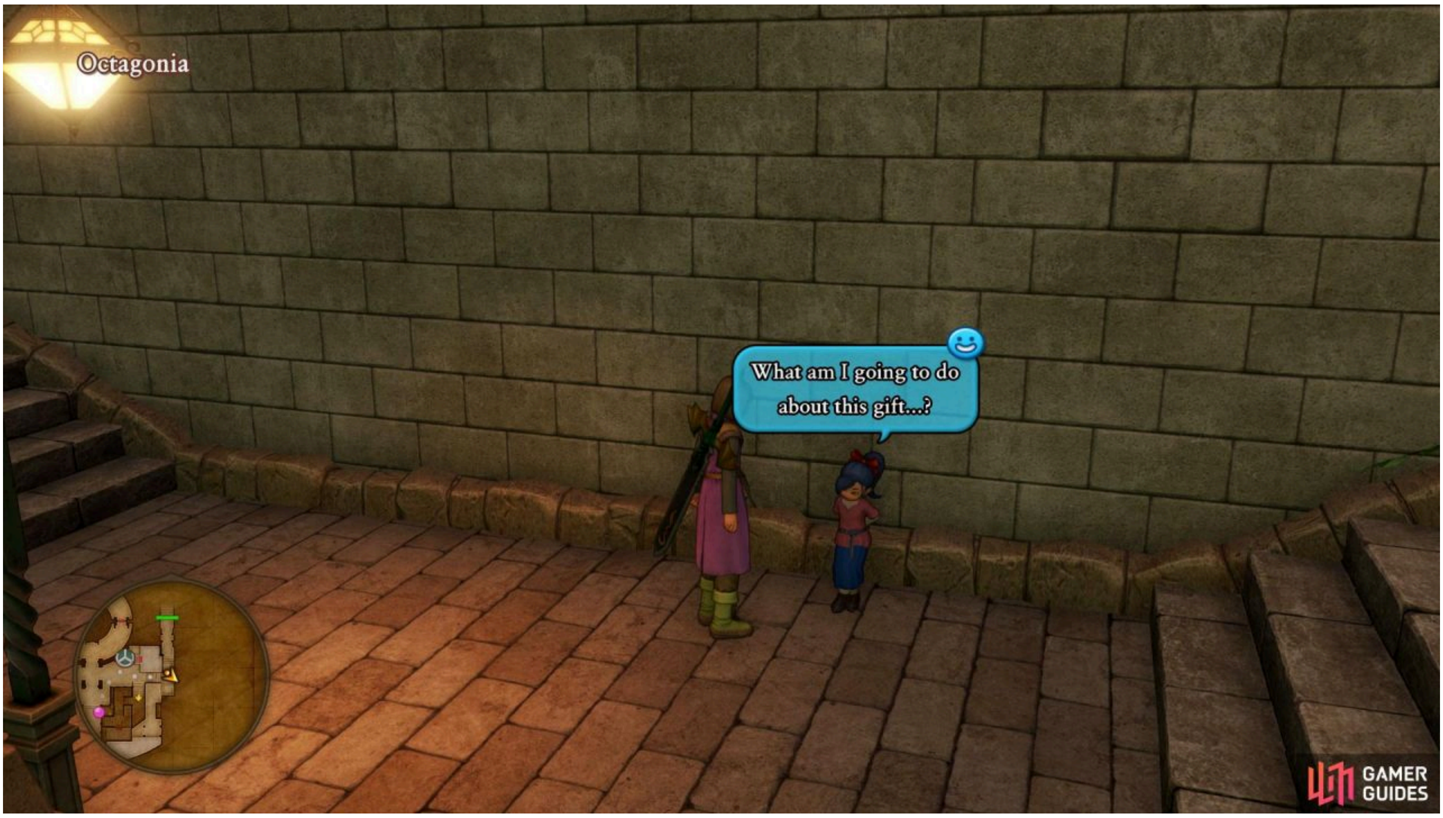
Following your victory, Booga's spell weakens and reverts everybody in Octagonia to their human forms, Jade included. As jade enacts her revenge, you'll obtain the **Green Orb** once more. Jade will rejoin the party at this point along with the very useful Re-Vamp and an extended Character Builder. On top of all this, you'll obtain Lorelei's Harp once more allowing you to access the Outer Sea.

Beating the House

Awarded for awakening a new and exciting power.

G 10

Equip Jade with the best gear you have for her and then take a look at her Character Builder. Once you've grabbed Lightning Thrust, begin heading up the Fisticuffs tree towards the mystery panel to the right of Miracle Moon, this is one of her most damaging attacks. Before you leave Octagonia, there's a hidden quest for you to complete and a new Casino to make use of. Head up the stairs towards the Casino and speak to the small girl there and agree to help her get a statue from Richie in the Casino.



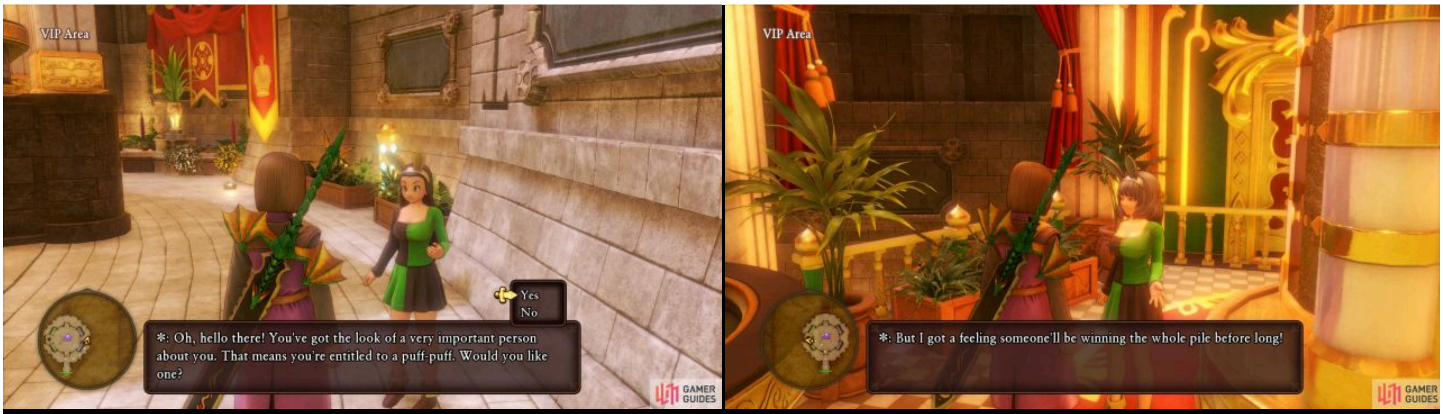
Talk to this girl near the entrance to the Casino to begin a hidden quest.

Octagonia Casino

Items	Tokens
Love Potion	100
Sage’s Elixir	1000
Bow Tie	3000
Your Very Own Aegis of Illusions	5000
Molten Globules	20000
Cheat Sheet	30000
Imp Knife	60000
Scandalous Swimsuit (Costume)	70000
Fire Ball	80000
Twinkling Tuxedo	200000
Shimmering Dress	200000
Happy Hat	300000
Gringham Whip	750000

As you can see from the Prize list, there’s a large amount of Prizes to claim at this Casino. With the addition of Roulette on the top floor, you can now earn Tokens at a larger rate and the Prize list reflects it. Notable prizes are the Recipe Book and the Imp Knife (which can’t be obtained anywhere else), the rest of the items can be considered luxuries however do note that the Scandalous Swimsuit is a costume for Jade and if you wish to obtain the Platinum Trophy, you’ll need to get this at some point. The Gringham Whip is a great whip that deals full damage to all enemies however Whips in general are not as useful as the other weapons in the game.

Make your way up to the VIP area and head around to the east of the bottom to find your next Puff-Puff girl. Head over to Richie at the 200 Token Roulette table and speak to him to begin **Quest 35 - Richie's Rock-Hard Roulette Challenge**. You'll need to win the Jackpot on one of the Roulette tables to complete this quest, a task not easily accomplished. The best way to go about this is by speaking to the woman near the Jackpot Tower and wait for her to say "I have a feeling someone'll be winning the whole pile before long!". If she says anything different, head to the Inn to rest and return the next day, keep repeating it until you get that line.

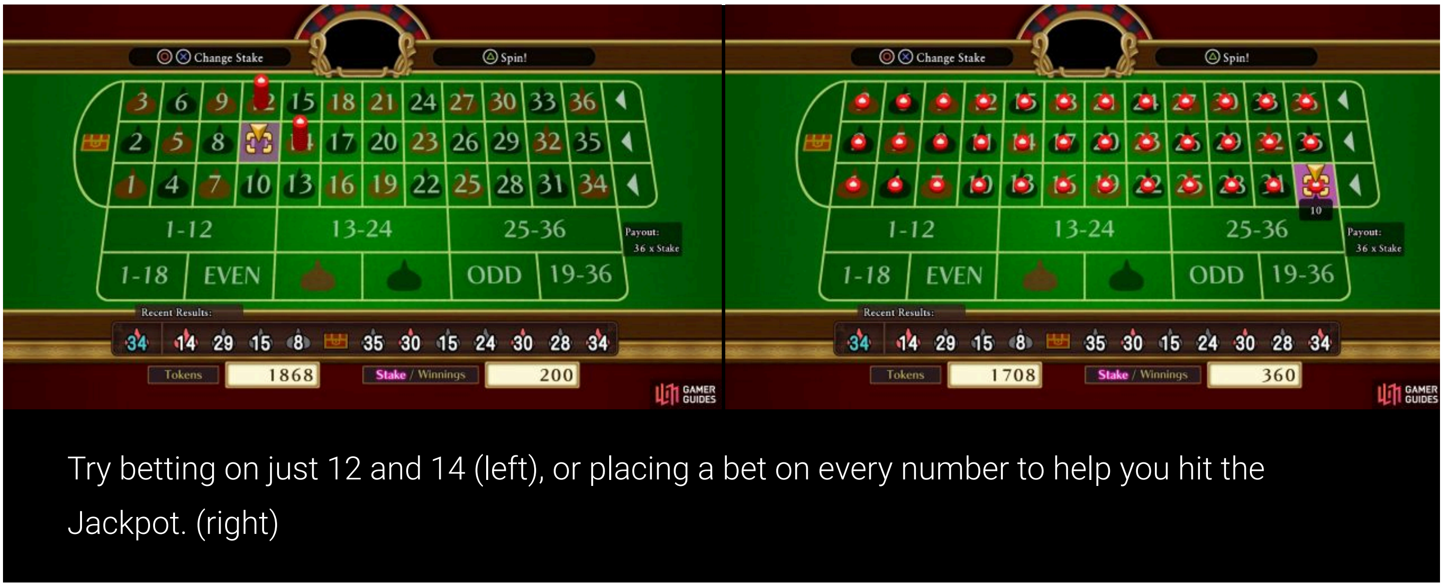

VIP Area
Yes
No
VIP Area
GAMER GUIDES

*: Oh, hello there! You've got the look of a very important person about you. That means you're entitled to a puff-puff. Would you like one?

*: But I got a feeling someone'll be winning the whole pile before long!

You'll find the next Puff-Puff girl in the VIP area (left), once you start the quest, look for this line from the Jackpot Bunny Girl. (right)

Once you get the line, exit to the previous screen and return to create an autosave. You now want to play on any of the tables and there's a few ways you can go about betting. You can put a bet on every number on the table if you have enough Tokens, you won't win anything for a non Jackpot spin but you're guaranteed to not lose any either. The alternative is to bet on the numbers 12 and 14, the Roulette table at times favors these numbers and before long you'll have your Jackpot. Once you do, speak to Richie to obtain the statue needed for the girl and complete the quest and obtain a **Vest for Success**.


Change Stake
Spin!
1-12
13-24
25-36
Payout: 36 x Stake
1-18
EVEN
ODD
19-36
Recent Results:
34 14 29 15 8 35 30 15 24 30 28 34
Tokens 1868
Stake / Winnings 200
Change Stake
Spin!
1-12
13-24
25-36
Payout: 36 x Stake
1-18
EVEN
ODD
19-36
Recent Results:
34 14 29 15 8 35 30 15 24 30 28 34
Tokens 1708
Stake / Winnings 360
GAMER GUIDES

Try betting on just 12 and 14 (left), or placing a bet on every number to help you hit the Jackpot. (right)

Once you're satisfied with gambling for now, Zoom back to Zwaardsrust (Sea) and navigate towards The

Strand.

Reuniting with Erik

The Outer Sea

With Lorelei's Harp back in hand, you can now head back to the Outer Sea. As you sail through the Valor-Sauvage Channel and towards The Strand you'll be interrupted by some rattling in the cargo bay. As the party goes down to investigate, it appears that Erik is the source of the rattling however he appears to have a slight case of amnesia.

Note

Although Erik rejoins the party, he doesn't have access to any of his skills or Character Builder until you finish his scenario so for now, leave him on the bench.

Once you regain control of the ship, be sure to visit The Strand to add it to your Zoom list once more, it's the most useful way to reach the Open Sea after all. Before you begin helping Erik recover his memory, there's a few tasks that have opened up to you so for now, sail north past Insula Occidentalis and take a east to dock at Insula Algarum once more.

Insula Algarum

Items	Area
Mini Medal	Southwest mountains, chest
Agate of Evolution	Northeast island, chest
Molten Globules	North island, chest
Mini Medal	North island, chest

New Sparkly Spots	Area
Fatalistick x2, Sparkly Sap	South island, Tree gathering point
Savvy Saphire	Southeast mountains
Pitch Pearl	Eastern rocky outcrop
Ethereal Stone	Northwest rocky outcrop

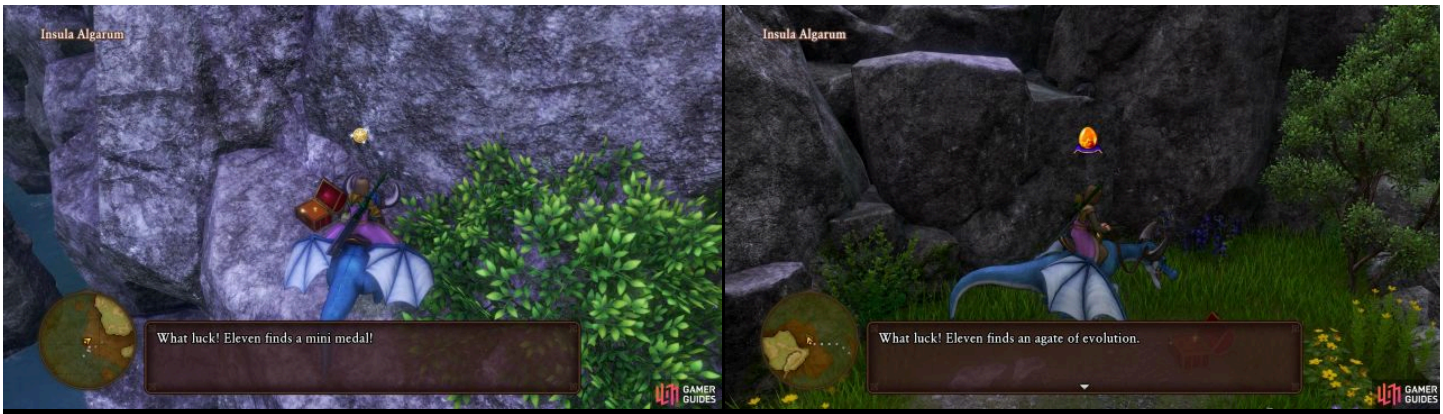
Monsters	HP
Skelegon	~243
Rantingen Raven	~149
Dragon Rider (Mount)	~168
Terrornodon	~149
Cosmic Chimaera	~164
Lunar Chimaera (Rare)	~1294
Vampire Succubat	~173

With the addition of new monsters on this Isle, you can now gain access to all of the items situated here. Head around the island until you come across a Dragon Rider, defeat it and mount it to gain access to the skies. Begin by flying southwest over the mountains and looking on the south side of it to find a chest, open it to obtain a **Mini Medal**.

Fly up and to the east of this chest to the small island on the map, you'll find a Tree gathering point here containing a **Sparkly Sap** and two **Fatalisticks**. Again, fly lower to the south side of these mountains and east of this island to find a Sparkly Spot containing a **Savvy Saphire**. Fly northeast of this island to a rocky outcrop containing the next Sparkly Spot housing a **Pitch Pearl**.

Tickington

In the Definitive Edition, in the area with the tree gathering point, there is a dark Tockle on the narrow path that gives you the pastword to **Ruby Path of Doom** area.



What luck! Eleven finds a mini medal!

What luck! Eleven finds an agate of evolution.

Search the south side of these mountains to find a hidden chest (left), the Agate of Evolution is used in many end game recipes. (right)

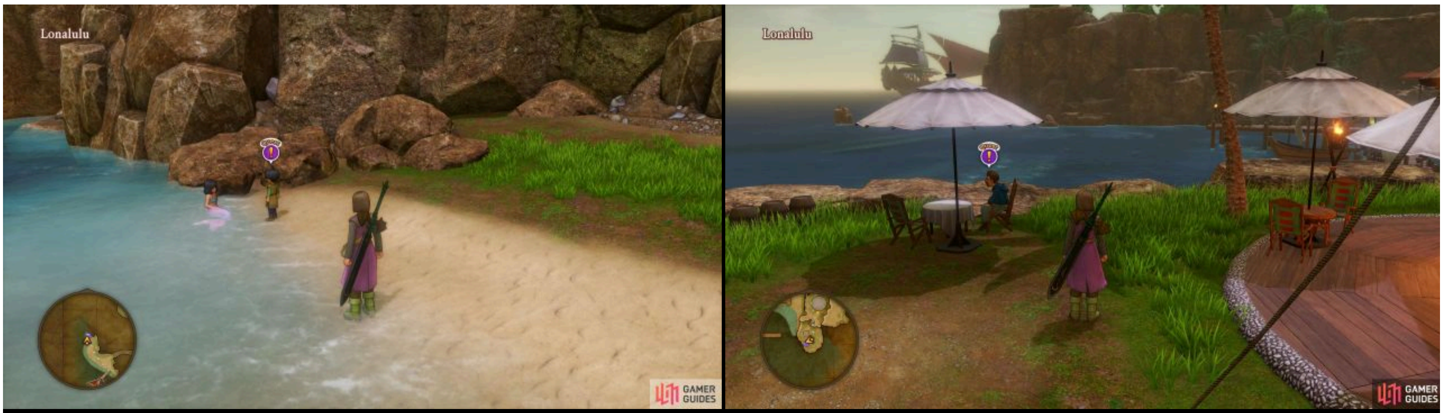
Northwest of this location is another small island you can fly to where you'll find another chest containing an **Agate of Evolution**. Fly from here to the northern island next, there's two chests sitting here containing some **Molten Globules** and another **Mini Medal**. Finally, head southwest from here to another rocky outcrop where you'll find the final Sparkly Spot containing an **Ethereal Stone**.

with all the items collected, return to the Salty Stallion and sail all the way around to Lonalulu.

Lonalulu

Lonalulu is relatively unchanged but what you will notice is that there are three quests for you to begin based on if you have certain Pep Powers. You'll want the Buff-Buff Pep Power for the Hero and Jade, this will require the Hero to unlock Unbridled Blade in the Greatswords tree. The other Pep Power you'll need is Tempered Tantrum between the Hero and Sylvando, this will require you to learn Flame Slash from the Swords tree with the Hero (it's only 3 SP to learn this).

Begin by heading west from the dock to find a young boy with a mermaid. Talk to him to discover that the mermaid has lost her voice, agree to help to begin **Quest 36 - Soothing Seaweed**. You'll need to find the Dulcet Dulse from Insula Algarum that you visited earlier.



There are several quests to accept here (left), many of which require you to learn a particular Pep Power before they appear. (right)

Head into the town itself now and speak to the man on your left, provided you have the Tempered Tantrum Pep Power. He'll ask you to defeat a Tentacular using the Tempered Tantrum skill as the finishing blow. Accept his request to begin **Quest 37 - My Kingdom for Some Kanaloamari** and check out the equipment shops to see if there is any gear useful for Jade now that she's back in the party.

Finally, head east to the tavern and search in the south by the sea to find one final quest to accept provided you have the Buff-Buff Pep Power. The old man wants you to defeat a Night Clubber with the associated Pep Power, agree to accept **Quest 38 - The Measure of a Man**.

That's all for Lonalulu, you've accepted yet more quests but for now, ignore most of them and you'll get to them all once Erik rejoins fully following his scenario. You can however finish one quest on your way to your destination by returning to Insula Algarum once more and talking to the Merman on the bridge to obtain the **Dulcet Dulse**. Return to the young boy in Lonalulu and hand it over to complete **Quest 36** and obtain five **Molten Globules**. Return to the Strand once more and sail far to the north of Sniflheim where you'll find a Vortex of Light. As you approach it however, an old adverary will assault the ship. This time however, you have the power of the Luminary on your side.

Boss: Alizarin

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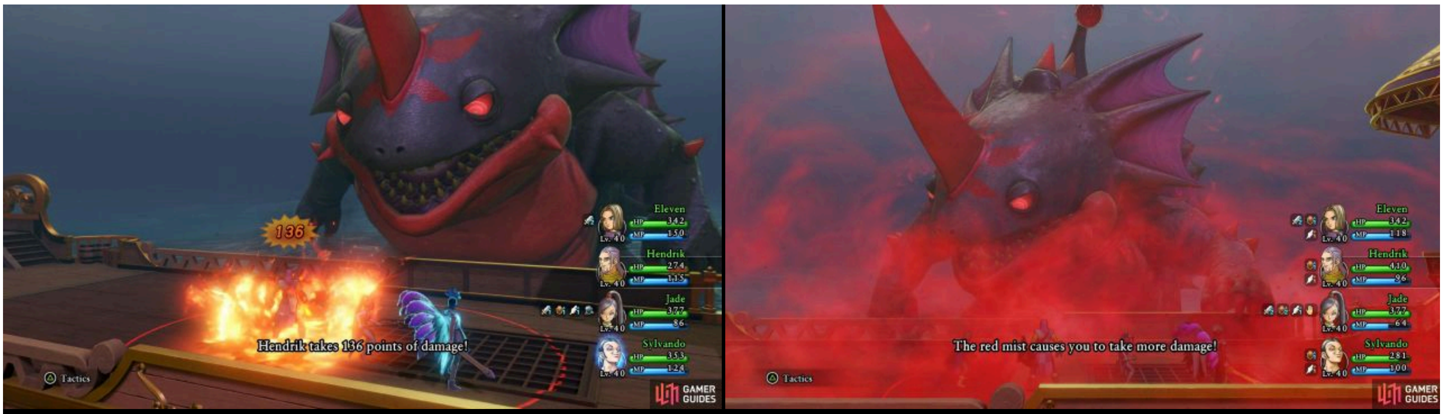
Alizarin is a tough adversary and with a whopping 4800 HP, will take quite a beating too. His attacks vary from powerful fireballs on a single target for around 130 HP+ to group wide attacks such as rocking the boat to knock everybody over or Malestrom that deals wind damage to everyone. On top of this he can Decelerate the party which, if you don't accelerate in return, can cause him have four turns in a row. Alizarin's most unique ability is to cast a Crimson Mist that will envelop the area. This will cause all of his attacks to deal increased damage, be sure to keep fully healed during this phase and use Kabuff to increase your defense.


Hendrik takes 136 points of damage!

The red mist causes you to take more damage!

Fireball is Alizarin's hardest hitting attack (left), it'll be even more devastating with Crimson Mist active. (right)

With Jade back in the party, have her use Re-Vamp twice to boost all of her stats and then let loose with Multithrust. Have Hendrick use Kabuff followed by Helm Splitter while Sylvando acts as a healer with Hustle Dance. If he doesn't need to heal, have Sylvando use Oomphle on the Hero to increase the damage Unbridled Blade deals to him. With Sap on the boss and Oomphle on the Hero, you can hit for around 900 HP a combat round.

Bigger Fish to Fry

Awarded for returning peace to the seas.

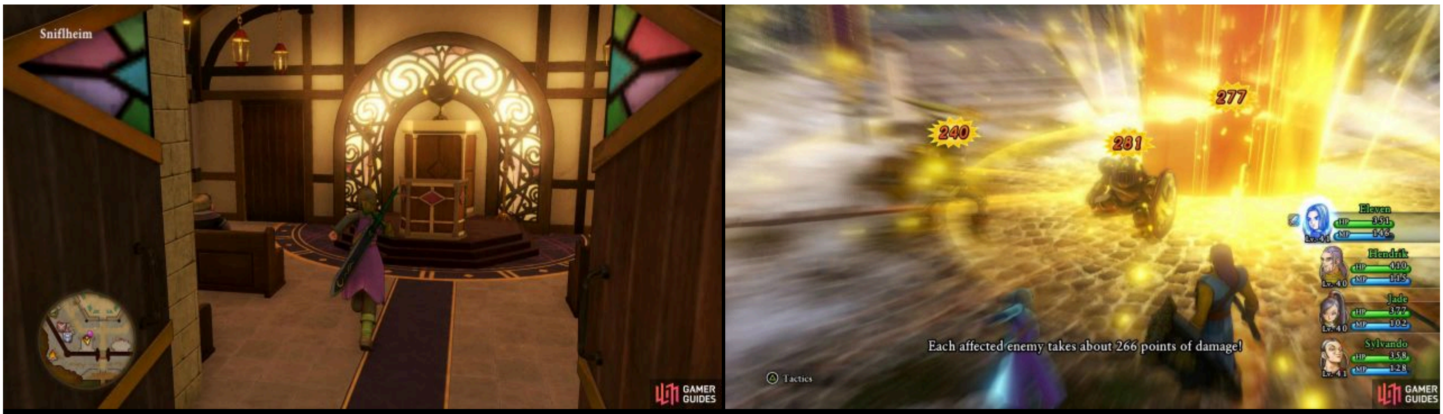
G 10

Following Alizarin's defeat the skies will clear and you'll obtain the **Red Orb** once more. Take the nearby Vortex of Light to access Sniflheim.

Sniflheim

Upon entering Sniflheim, the party will decide to pay a visit to the Castle. As you make your way there, you'll notice that the town seems devoid of people, rest at the nearby Camp to shift the time to dawn if you need and then enter the Castle. Proceed to the Throne Room and speak to Queen Frysabel to discover about the disease spreading across Sniflheim, Gold Fever.

Leave the Castle and return to town to witness Gold Fever in action which sparks a reaction in Erik's memory. The Priest will remark that he knows Erik and beckons you to the church, oblige and head inside the back room to learn more about Erik's past. Leave the Church and head to the northwest of the Camp to find Erik overlooking the sea when the monsters return.



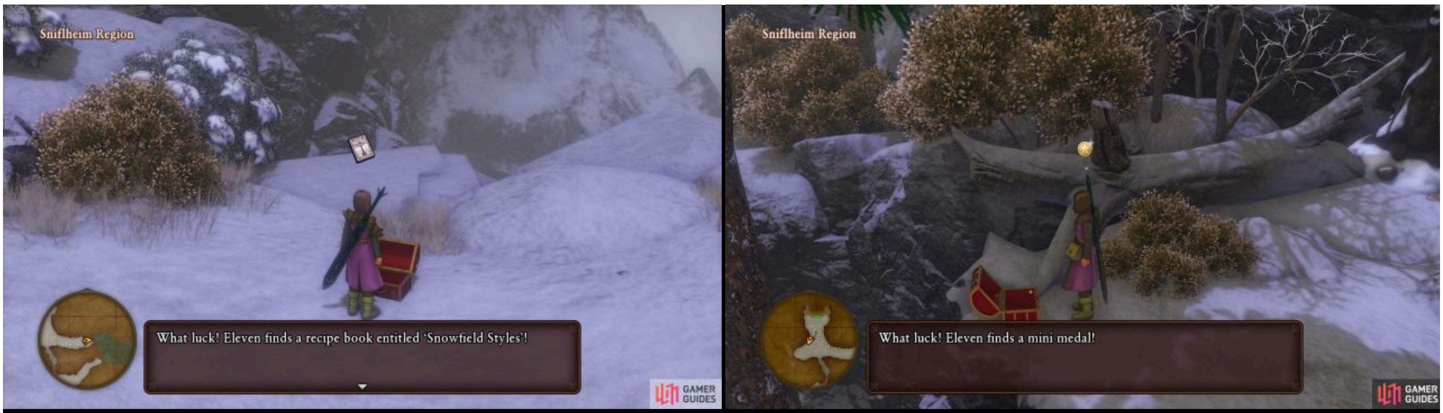
Each affected enemy takes about 266 points of damage!

Follow the Priest to the back room of the Church to learn more about Erik (left), use Quadraslash to take the monsters out with ease. (right)

Dash back into town to find the golden monsters and you'll be thrust into battle. The Gyldennauts shouldn't post too much of a threat so focus on the Gyldenbritches who will use Desperate attacks on you along with calling more allies. Although you won the battle, the Gyldennauts escape with the woman in gold along with Erik. Return to the Priest to discover that the monsters appear to be the Vikings that used to raid Sniflheim and you already know where to find the hideout. Rest up at the nearby Camp and then use the Salty Stallion to navigate to the Viking Hideout.

Viking Hideout

Save your game if you need and then head through the hideout to find the Gyldennauts. Head through the door to battle the monsters, like the previous battle in Sniflheim, focus on the Gyldenbritches with everyone while the Hero uses Quadraslash to take out the rest of the monsters.


What luck! Eleven finds a recipe book entitled 'Snowfield Styles'!

What luck! Eleven finds a mini medal!

You'll find a Recipe Book east of Erik's shelter (left), along with a Mini Medal outside the Gyldenhal. (right)

Following your victory, Erik wanders off to the north, follow him to find him holding his head. Access the nearby Yggdrasil Root several times to witness Erik's tragic past. Speak to Erik once you've seen the outcome and he'll rejoin the party with his Character Builder returned to him. You'll have to spend his SP again so consider learning the Cobra Strike/Victimiser combo along with Dual-Wielding. You'll want to learn Divide from the Guile tree too and then with your remaining SP, begin taking Erik down the right side of the Swords tree, working towards the Mystery Panels between the Swords and Knives trees.

Leave the shelter and head east to find a chest containing a Recipe Book, **Snowfield Styles** and then make your way north to the Sparkly Spot containing an **Ice Crystal**. Double back on the slope to find a chest containing a **Mini Medal** and then enter the Gyldenhal.

Tickington

In the Definitive Edition of the game, there is a green Tockle to the west of the entrance to Glydenhal, which gives you the pastword to the **Rose's Room** area.

The Gyldenhal

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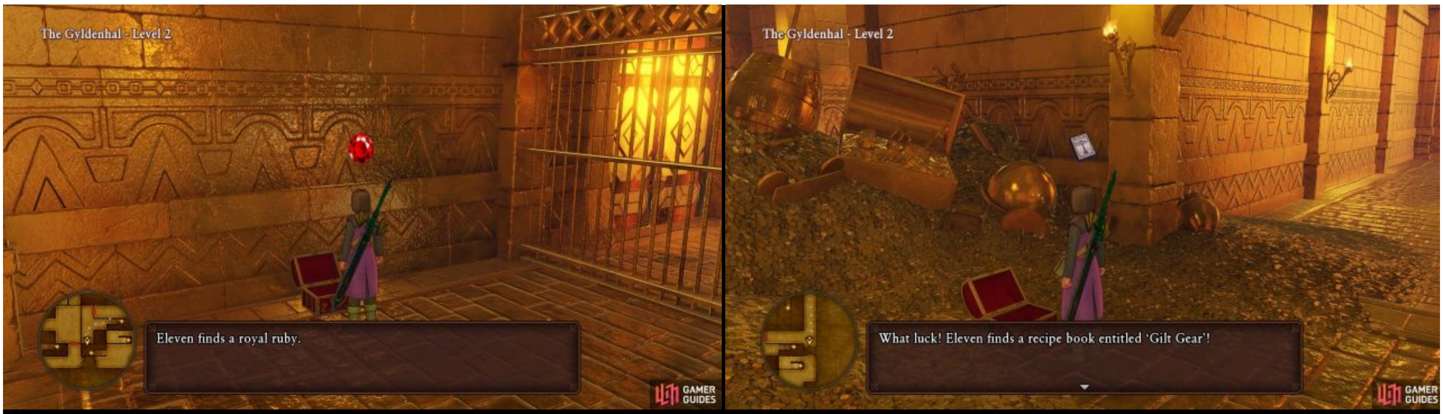
Items	Area
Royal Ruby	Level 2, central, chest
Gilt Gear	Level 2, east, chest
Gold Bar	Level 2, north, chest
Sage’s Elixir x4	Outside boss room, chest

Monsters	HP
Gyldenbritches	~490
Gyldennaut	~284
Gold-Plated Puppet	~163
Gold Golem	~440
Penny Pincher	~245

The Gyldenhal is a golden palace full of deadly monsters and a maze-like structure. You’ll want to make sure you’re around Levels 42-43 by the time you reach the boss of this area so take some time to level up while here.

Begin by heading north through the central doors and take the eastern stairs up to Level 2 where you’ll find a chest to the south containing a **Royal Ruby**. Return to Level 1 and take the western stairs and head through the southern door. You’ll find a slot machine that you can search for **10 Casino Tokens** before following the path to the next set of stairs. Back on Level 1, unlock the eastern door and then take the north door and follow the path around to the north of this floor.



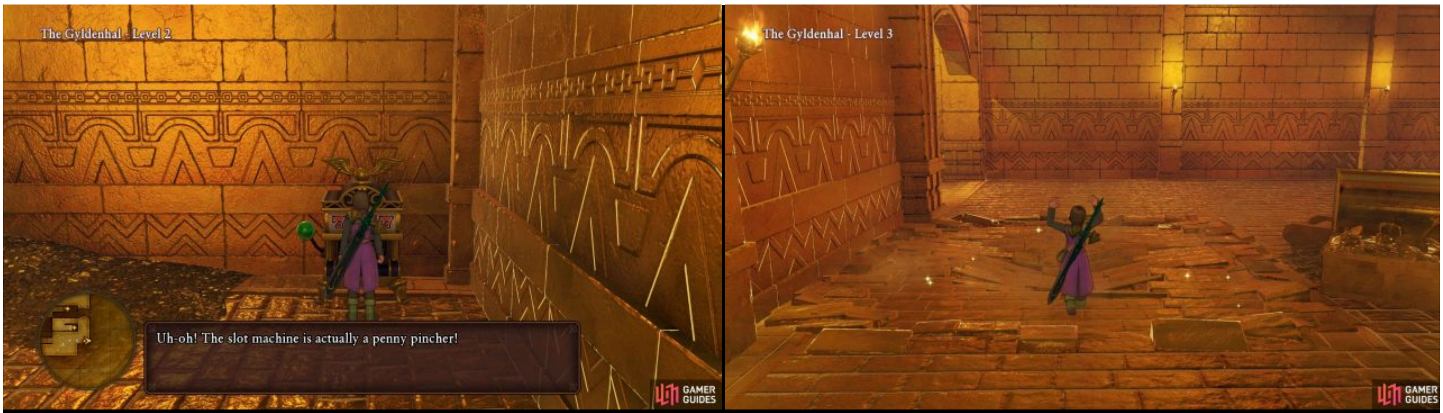
Eleven finds a royal ruby.

What luck! Eleven finds a recipe book entitled 'Gilt Gear'!

You'll find this chest by taking the eastern stairs in the central room (left), there's also a Recipe Book located on Level 2. (right)

Unlock the doors to the south and then take the northern stairs up to Level 2 once more. Ignore the first set of stairs you come to and follow the path around to a chest containing a Recipe Book, **Gilt Gear**. Unlock the nearby door and return to the stairs you passed a moment ago to head down to Level 1 once more. Unlock the western doors and then follow the path south to unlock another door back to the entrance before taking the stairs up.

Search in the southwest corner here to find another slot machine containing **50 Casino Tokens**. The next slot machine is actually a Penny Pincher in disguise so ignore it and follow the path to the next stairs up to Level 3. In the first room you'll find a bunch of slot machines, the second machine to the left contains **100 Casino Tokens** and the one next to it contains a single **Casino Token**. The one to the right contains **50 Casino Tokens** while the far left one is a Penny Pincher.



Uh-oh! The slot machine is actually a penny pincher!

Beware of Penny Pinchers disguised as slot machines (left), drop down to the floor below here to reach a chest. (right)

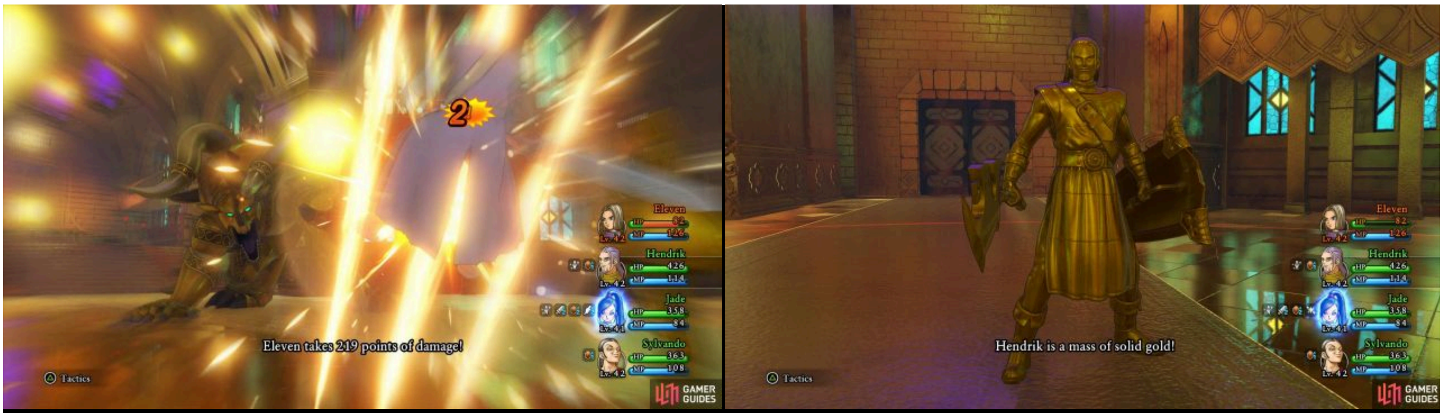
Follow the path through the next door to find even more slot machines. Starting with the set of three in the southwest corner, the left one contains **5 Casino Tokens**, the middle **50 Casino Tokens** and the right is a Penny Pincher. The machines in the northwest corner has a Penny Pincher to the left, **20 Casino Tokens** in the middle and **200 Casino Tokens** to the right. Head through the door now and you'll see a canon in the center of the room, walk north to drop down to the floor below.

Head forward and open the chest to obtain a **Gold Bar** and then follow the path to a room where a Gold Goldem and several Gold-Plated Puppets drop down. Dispatch them if you wish and you'll discover two slot machines on in this room. The left of the two machines is a Penny Pincher while the other contains **500 Casino Tokens**. Take the nearby stairs up to reach the canon room once more and head around the outside edge of it to reach the final set of stairs. Open the chest here to obtain four **Sage's Elixirs** and then make sure you've fully recovered your HP and MP, a tough boss awaits inside.

Boss: Gyldygga

GAMER GUIDES

Gyldygga is a tough battle that will have you losing control of your party members throughout it. Her most deadly attack is her ability to solidify your party members in gold, if this happens you'll have no choice but to wait it out. If this hits your designated healer then you'll be in even greater danger. Her regular attacks hit for around 90 HP and she can perform a Slice and Dice combo on the party for around 160 HP+. If this is targeted on one character than you'll need to heal immediately. She can also cast Oomphle to massively increase her attack, use Rab to use Blunt straight away. This will make her Rake 'n' Bake attack hit for over 190 HP while she can also summon Gyldenbritches into the battle.


Eleven takes 219 points of damage!

Hendrik is a mass of solid gold!

Rake 'n' Bake is devastating if used with Oomphle (left), there's nothing you can do to remove the Gold status effect. (right)

Gyldygga has around 3600 HP so you'll need to make good use of Oomphle and Unbridled Blade on the Hero. Hopefully you're able to allow Jade to Re-Vamp twice so she can use Multithrust to great effect while you use Rab or Sylvando for healing duty. Keep Hendrick in the party to Kabuff and act as a secondary healer, that way you're covered if your main healer is encased in gold. An Unbridled Blade buffed with Oomphle should be able to deal with the Gyldenbritches that are summoned.

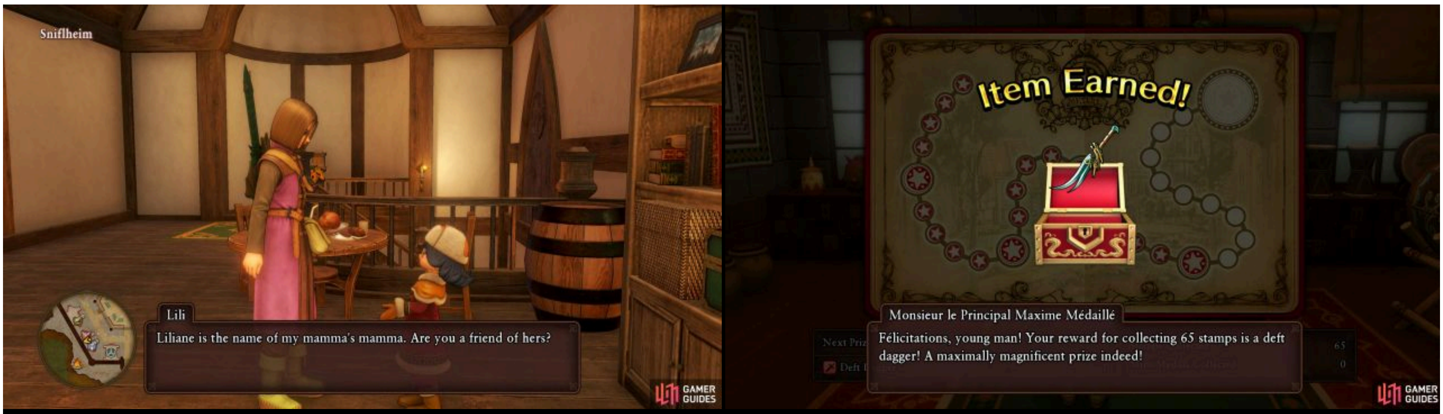
Following the battle, Erik will rush to his sister's aid and prevent her from losing control, breaking the necklace in the process. You'll find yourself back in Sniflheim and Erik will hand over the **Yellow Orb** along with expanding his Character Builder.

Sibling Revivalry

Awarded for achieving a long-awaited atonement.

G 10

Erik’s expanded Character Builder allows him to become an attacking monster with his new choices. Your first call should be to unlock the Dually Deadly skill at the bottom between the Swords and Knives tree, this removes the penalty for Dual-Wielding. Following this, work your way up to the top of the Guile tree to unlock Critical Claim, a skill that guarantees a Critical Hit regardless of what you do. This, combined with Divide makes Erik the best physical attacker at the end of your journey.



Lili
Liliane is the name of my mamma's mamma. Are you a friend of hers?

Monsieur le Principal Maxime Médaillé
Félicitations, young man! Your reward for collecting 65 stamps is a deft dagger! A maximally magnificent prize indeed!

You’ll find your target for Quest 29 in the Weapon shop (left), The Deft Dagger is an excellent weapon for Erik. (right)

You should have also received the **Corsair’s Cap** from defeating Gyldygga, you’ll find the other part to this costume shortly. Rest up at the Inn and then head over to the Weapons shop to pick up a Paladin’s Lance for Jade. Head up to the second floor now and speak to the girl there to discover that she’s the daughter of the woman from **Quest 29**. Zoom back to L’Academie to complete the quest and obtain a Recipe Book, **Gear that Glitters**. While you’re here, turn in your Mini Medals to the Principal, you should have enough to receive the Deft Dagger, a useful weapon for Erik.

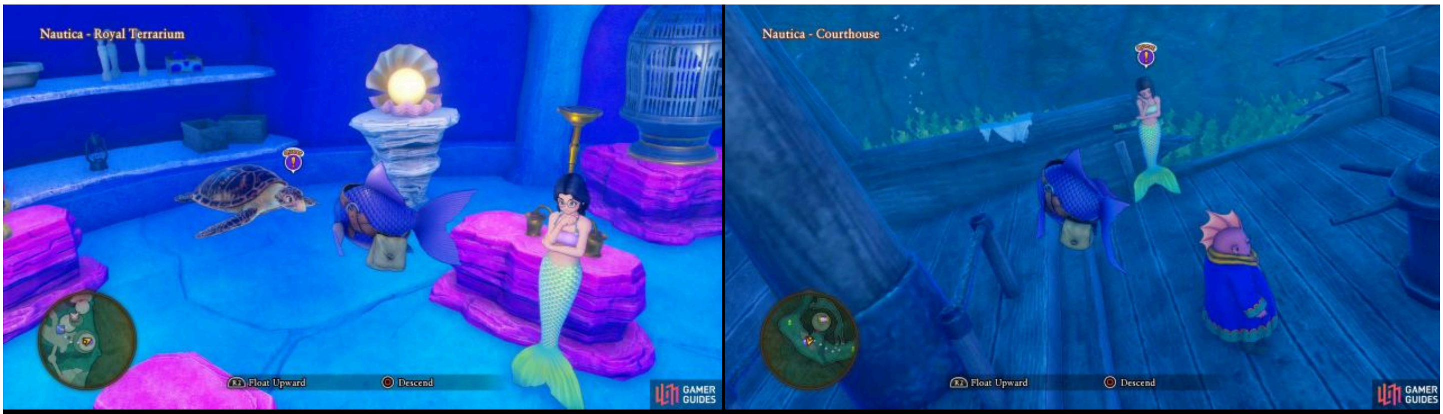
The twins are the last of your companions that you need to reunite with and then Arboria beckons.

Reuniting with the Twins

Before you begin your journey to Arboria in search for Serena and Veronica, it's a good opportunity to wrap up some of the many quests on hand. Before you get started on them however, Zoom back to Zwaardsrust (Sea) and sail to the nearby Vortex of Light to descend to Nautica once more.

It appears Nautica survived the assault on the kingdom from Alizarin and you're free to see the Queen again, do so and have her shift you back into a fish. Finally you can check out the wares sold in the Weapon shop, both the Siren's Staff and Corsair's Coat are useful, the coat being a costume for Erik. Swim above the shop to the Royal Terrarium and speak to the turtle inside, agree to help it find the object to begin **Quest 39 - Marking a Momentous Occasion**.

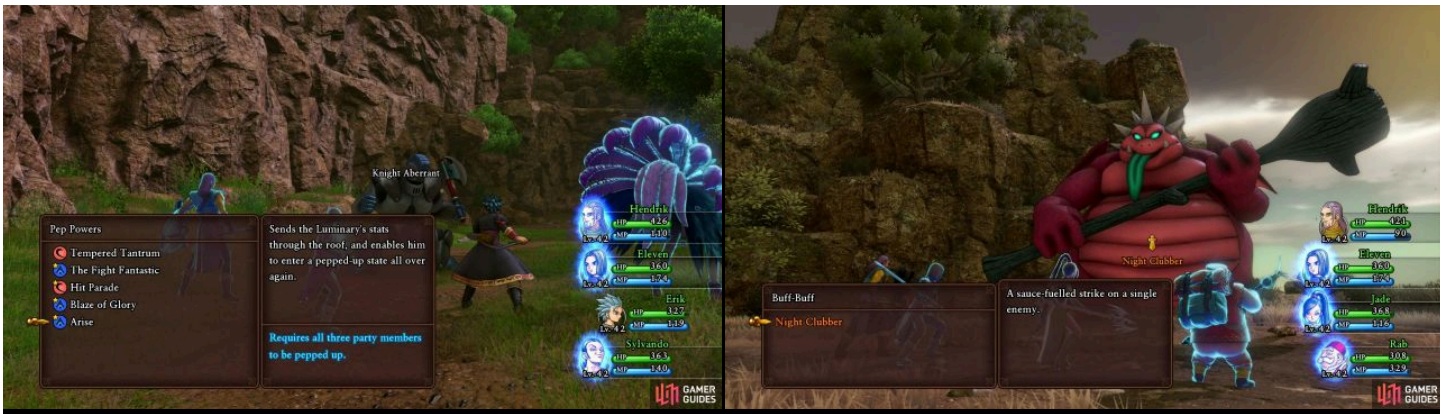
Leave the Royal Terrarium and swim down to the depths of Nautica and over to the Courthouse. Speak to the mermaid there and listen to her plea, agree to assist her to begin **Quest 40 - Justice is Brined**. Once you're finished with your business in Nautica, Zoom over to the Champs Sauvage (North) Camp and head back to the Eerie Eyrie.


Nautica - Royal Terrarium
Float Upward
Descend
GAMER GUIDES
Nautica - Courthouse
Float Upward
Descend
GAMER GUIDES

There are two quests to accept in Nautica (left), both of which require you to be in your fish form. (right)

Head up to the Camp and rest up to register this to your Zoom destinations and then work on getting the Hero, Hendrick and Sylvando Pepped Up, switching them with reserve members once they're Pepped Up. Once all three are ready, look for the Knight Aberrant found to the east of the Camp and use the Arise Pep Power on it before defeating it. Return to Puerto Valor and report to the man near the entrance to complete **Quest 34** and obtain a **Metal Slime Shield**.

Zoom to The Strand next and sail south to Insula Incognita where you'll find Night Clubbers to the southeast of the island. Make sure the Hero and Jade are Pepped Up and then defeat the beast with the Buff-Buff Pep Power. You'll need to make sure you deal the last hit with it so wait until the monster's name is in orange before unleashing it. Zoom to Lonalulu upon its defeat and speak to the man in the tavern to complete **Quest 38** and obtain a **Venus' Tear**. While you're here in Lonalulu, head to the house north of the Item shop and speak with the Canon Lady to obtain a **Kanono Canon**.


Knight Aberrant
Pep Powers
Tempered Tantrum
The Fight Fantastic
Hit Parade
Blaze of Glory
Arise
Hendrik
Eleven
Erik
Sylvando
GAMER GUIDES
Night Clubber
Buff-Buff
Night Clubber
Hendrik
Eleven
Jade
Rab
GAMER GUIDES

Sends the Luminary's stats through the roof, and enables him to enter a pepped-up state all over again.

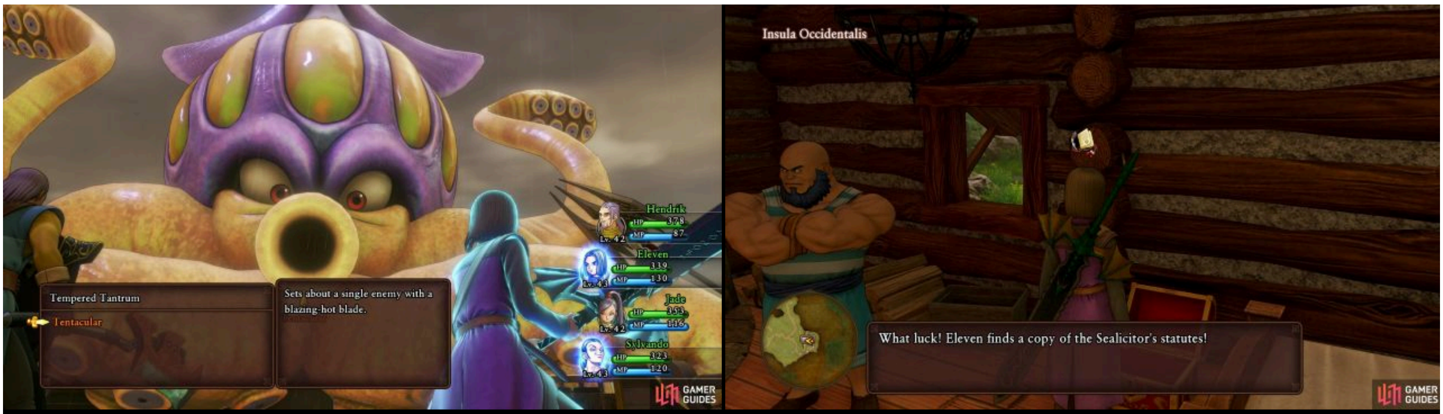
Requires all three party members to be pepped up.

A sauce-fuelled strike on a single enemy.

Use Arise against the Knight Aberrant in the Eerie Eyrie (left), make sure Buff-Buff is the killing blow. (right)

Access the sea from Lonalulu and head to the northern seas while Pepping up the Hero with Sylvando in the party. Once he's Pepped Up, remove him from the party and wait until you encounter a Tentacular. Whittle down its HP until the Tentacular's name is in orange and then finish it off with the Tempered Tantrum Pep Power to obtain the Kanaloamari. Return to Lonalulu and hand it over to the man to the left of the entrance to complete **Quest 37** and obtain a **Pentarang**.

Zoom over to The Strand once more and sail north to Insula Occidentalis. You'll find a cabin here and upon speaking to the man inside, will learn that the Sealicitor from Nautica died but he did however leave his stuff in the chest. Open it to obtain the **Sealicitor's Statutes** and Zoom back to Nautica to turn yourself into a fish again. Swim above the Weapon shop to the Royal Terrarium and give the Kanono Canon to the turtle inside, this will complete **Quest 39** and award you the **Secrets of the Sunken Spirit** Recipe Book.



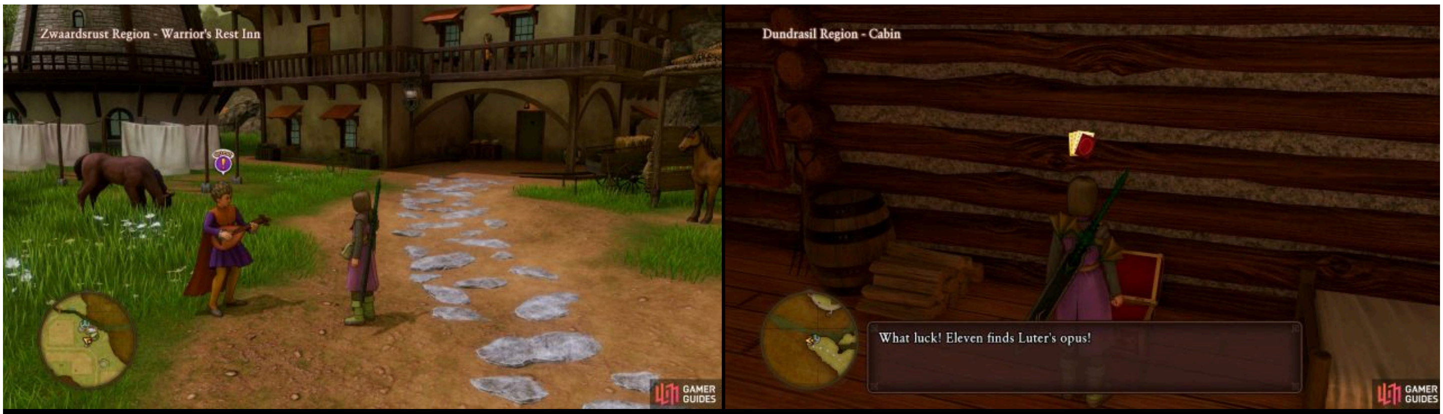
Sets about a single enemy with a blazing-hot blade.

What luck! Eleven finds a copy of the Sealicitor's statutes!

Make sure Tempered Tantrum delivers the killing blow (left), you'll find the notes for the mermaid in Nautica at Insula Occidentalis. (right)

While you're still in Nautica, swim to the depths and over to the Courthouse to find the mermaid from earlier. Hand her the notes you just picked up on Insula Occidentalis to complete **Quest 40** and obtain a **Sovereign Seal**.

Zoom over to the Warrior's Rest Inn now to find a minstrel with a request, agree to assist him to begin Quest 41 - A Ballad of Bravery. Zoom over to Dundrasil and make your way to the hut in the southwest that you stayed in earlier with Jade. You'll find a chest inside containing **Luter's Opus**, take this with you back to Luter Van Boss at the Warrior's Rest Inn to complete the quest and obtain the Recipe Book **Fine Fashions for Philosophers**.


Zwaardsrust Region - Warrior's Rest Inn
GAMER GUIDES
Dundrasil Region - Cabin
GAMER GUIDES

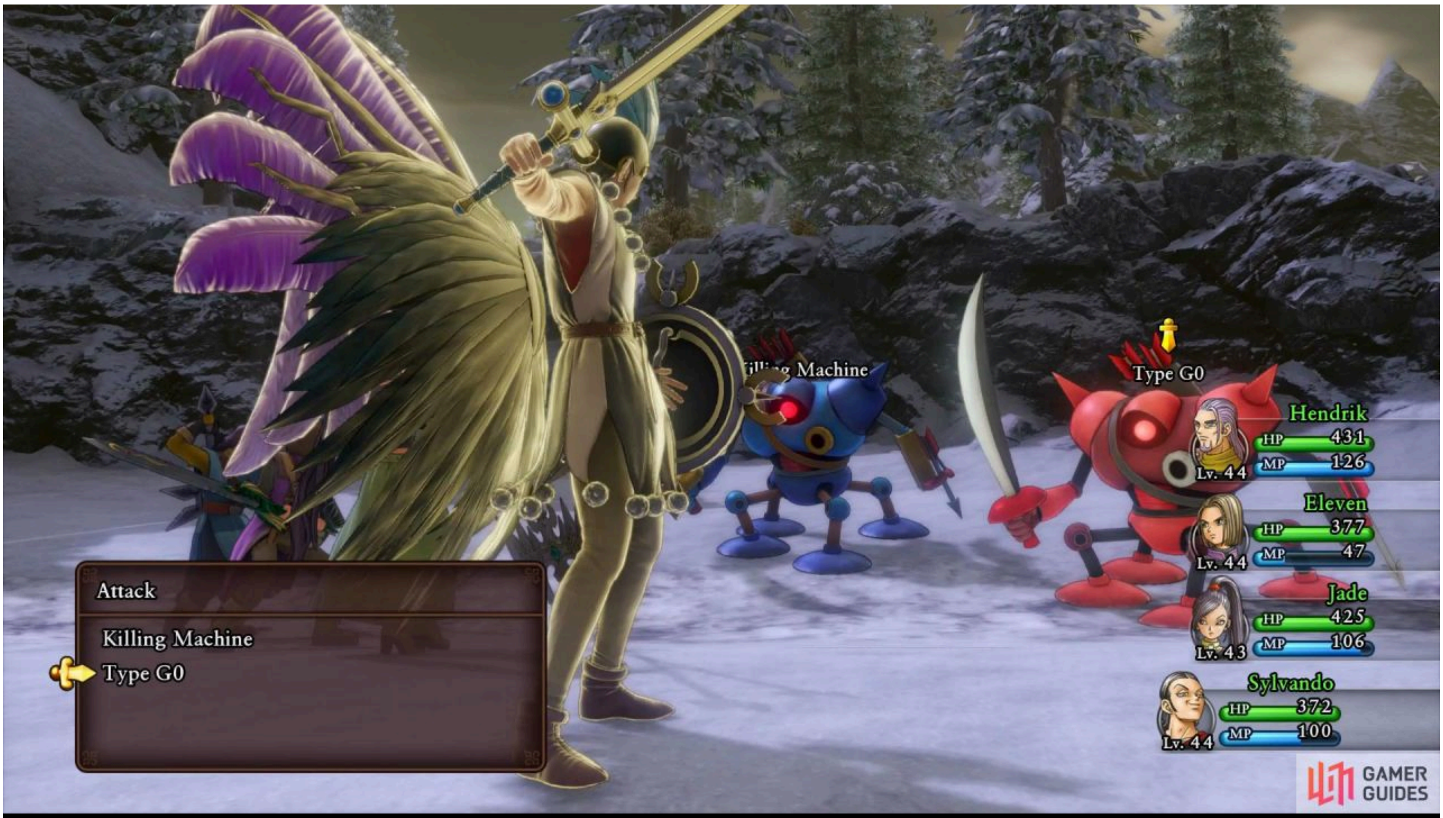
What luck! Eleven finds Luter's opus!

Head to the Warrior's Rest Inn to find a new quest (left), you'll find the music in the cabin to the southwest of Dundrasil. (right)

There's only one more quest to take care of for now and it's on your way to your next destination so Zoom back to Sniflheim and make your way back to the Snaerfelt.

The Snaerfelt

Make your way over to the hut south of the Hekswood and speak to the man inside, agree to assist him to begin **Quest 42 - A Dish Served Cold**. You'll need to defeat a Type G0 which is a rare monster that will appear in battles with Killing Machines. Make your way south to the Camp and use it to register as a Zoom destination along with recovering your HP. You'll find the Killing Machines around the Frozen Fjord, fight enough of them and the Rare monster will appear. Upon defeating it, return to the man and inform him to complete the quest and obtain some **Metal Slime Armor**.


Killing Machine
Type G0
Attack
Killing Machine
Type G0
Hendrik
HP 431
MP 126
Lv. 44
Eleven
HP 377
MP 47
Lv. 44
Jade
HP 425
MP 106
Lv. 43
Sylvando
HP 372
MP 100
Lv. 44
GAMER GUIDES

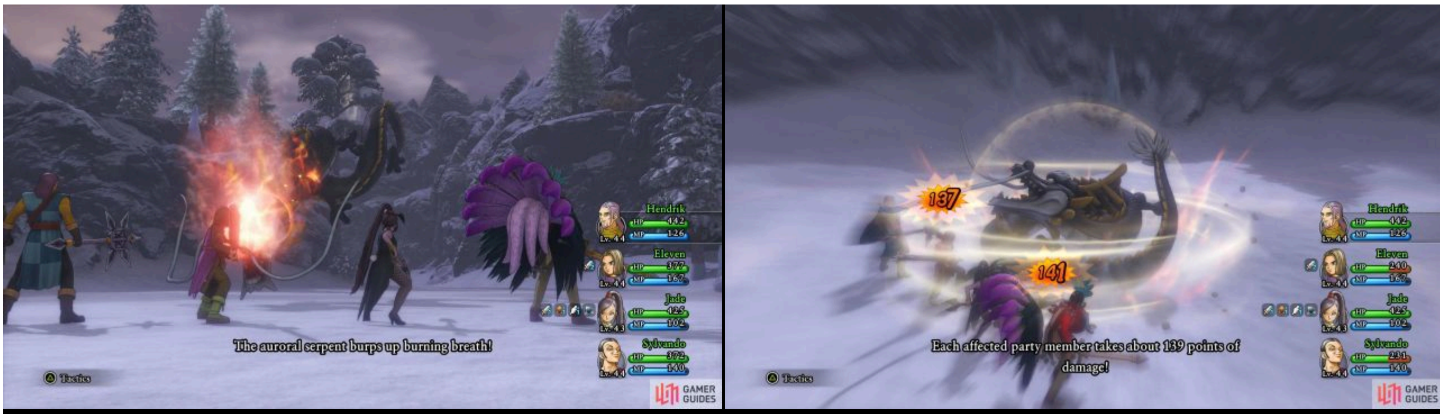
Keep fighting Killing Machines until a Type G0 turns up.

Zoom back to the Camp, save your game and rest up, a tough boss is approaching. Make sure you're around Level 44 and equip any paralysis protection you may have, it will be needed. When you're ready, proceed past the Frozen Fjord and towards Arboria where the Dragon encased in Ice has broken free and is out for revenge.

Boss: Auroral Serpent

GAMER GUIDES

The Auroral Serpent is one of the toughest battles you've fought yet as the majority of his attacks are group based and have the ability to inflict multiple status effects. Get unlucky and you could see yourself knocked out in moments. Burning Breath will inflict Paralyze on the party while he usually follows it up by Crashing Down on the party for heavy damage. He can also deal heavy darkness based damage with Kazam for over 120 HP along with a shout which can knock your party over. As you can see, you'll be spending many turns with party members out of action and taking constant group damage, your healer will need to be healing every combat round to keep up.


The auroral serpent burps up burning breath!

Each affected party member takes about 139 points of damage!
Hendrik
HP 442
MP 126
Eleven
HP 377
MP 167
Jade
HP 425
MP 102
Sylvando
HP 372
MP 140
Tactics
137
141
Hendrik
HP 442
MP 126
Eleven
HP 240
MP 167
Jade
HP 425
MP 102
Sylvando
HP 231
MP 140
Tactics
GAMER GUIDES

Burning Breath can inflict Paralyze on multiple characters (left), this is usually followed up with a Crash Down on the party. (right)

Jade will want to Re-Vamp twice before using Multithrust, the Hero should continue using Unbridled Blade boosted with Oomphle if possible while Hendrick provides support with Kabuff and healing spells.

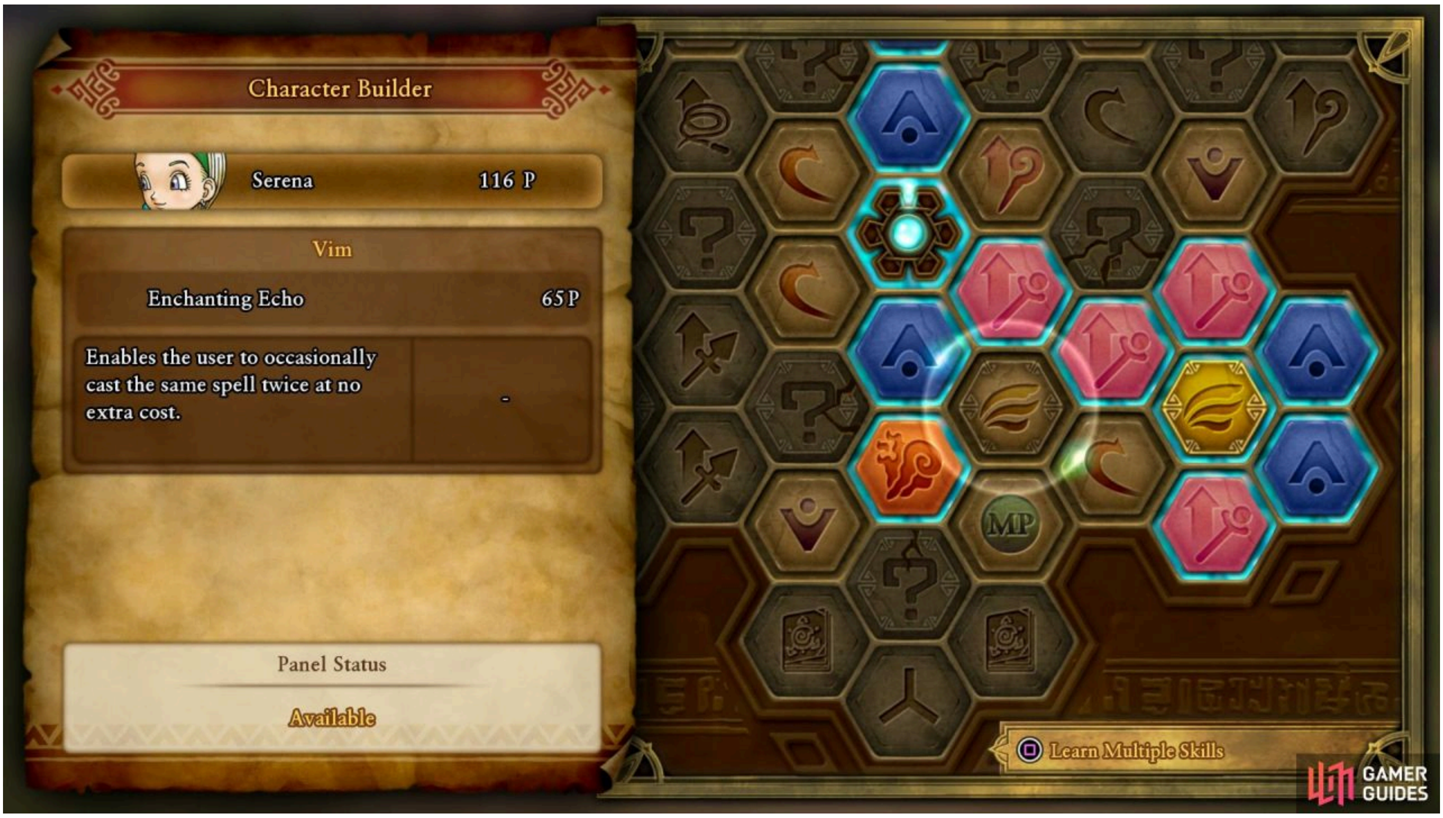
You can't go wrong with Sylvando or Rab here however Sylvando has the ability to remove the Paralysis off your party with Tingle. The Auroral Serpent has around 4900 HP so you'll want to Sap him to increase the damage Unbridled Blade and Multithrust does to him.

Following your victory, the Auroral Serpent uses Burning Breath on the party. When all looks to be lost, Serena appears to save the day with her Harp and rejoins the party shortly after. Once you regain control, follow the path back to the Arborian Highlands. The trek up the mountain to Arboria is no different than the last time you was here, grab a mount and bounce your way to the top where you'll enter Arboria once more.

Arboria

Arboria was hit hard by the destruction of Yggdrasil and as Serena makes her entrance, she remarks that she can sense Veronica nearby. Make your way over to the Grove of Repose and head forward to witness some heartwrenching scenes. Leave the Grove when you regain control as Serena will inform everyone about Veronica's passing.

Head up to the Cathedral to meet with Benedictus and he mentions that he had a vision about a legendary being named Cetacea. As he goes to look for more information, head back to the Inn and rest for the night. Upon waking during the night, head north of the Inn to find Serena playing her Harp and her grief overcomes her. With her hair now cut short, Serena inherits all of Veronica's spells and abilities along with a new Character Builder.



Enables the user to occasionally cast the same spell twice at no extra cost.

Be sure to learn Enchanting Echo straight away.

You'll want to decide at this point what way you want to build the new and improved Serena. It's a good idea to make her an offensive spellcaster, with Veronica gone and Rab and Sylvando able to also heal, you'll need someone dealing heavy magical damage. Begin by unlocking some abilities in the Vim tree to unlock the Enchanting Echo skill, this will allow you to sometimes cast two spells a turn without using the extra MP. Following this, unlock Antimagic from the Heavy Wands tree to reveal another Mystery Panel, Grace of the Goddess which will bring Serena back from death if she is defeated during battle.

Head back to the Inn and rest up before speaking to Serena the next day who informs you that Benedictus has gone to the mountaintop. Head up the stairs and through the now accessible path to the side of the Cathedral. Make your way to the very top to meet up with the rest of the party where Bendictus will reveal his findings. Playing the flute doesn't seem to have much effect but once the Hero holds it in his hands, it extends and becomes a fishing rod.

Tickington

In the Definitive Edition, on the path up to the Luminary's Landing, you will see a normal-colored Tockle on the side. Speak to it to receive the pastword to the **Roamer Encampment** area.

The legendary whale Cetacea is plucked out of the sky and you'll obtain the **Calamus Flute** to use if you need to call her at any time. You'll gain access to the skies at this point but before you go exploring, take the time to Zoom back to Arboria.

The Loveliest Catch

Awarded for reviving an ancient legend.

G 10

Check out the Item shop to discover some useful equipment you may wish to purchase, especially for Serena. Speak to the minstrel outside to accept **Quest 43 - A Long-Lost Literary Love**. You'll have to wait until you head back to Gallopolis before finishing this quest so use the Calamus Flute from the Important Items section of your bag to access the skies.

Exploring the Skies

There are a few rules to take note of when using Cetacea to explore Erdrea's skies. You can't land anywhere you want, don't think of Cetacea as a means to get around easier but more of a way to reach new areas. You can also call on Cetacea from anywhere, be it a dungeon or a town. When you're ready, fly to the golden sparkle line to land at the Sniflheim Whale Way Station.

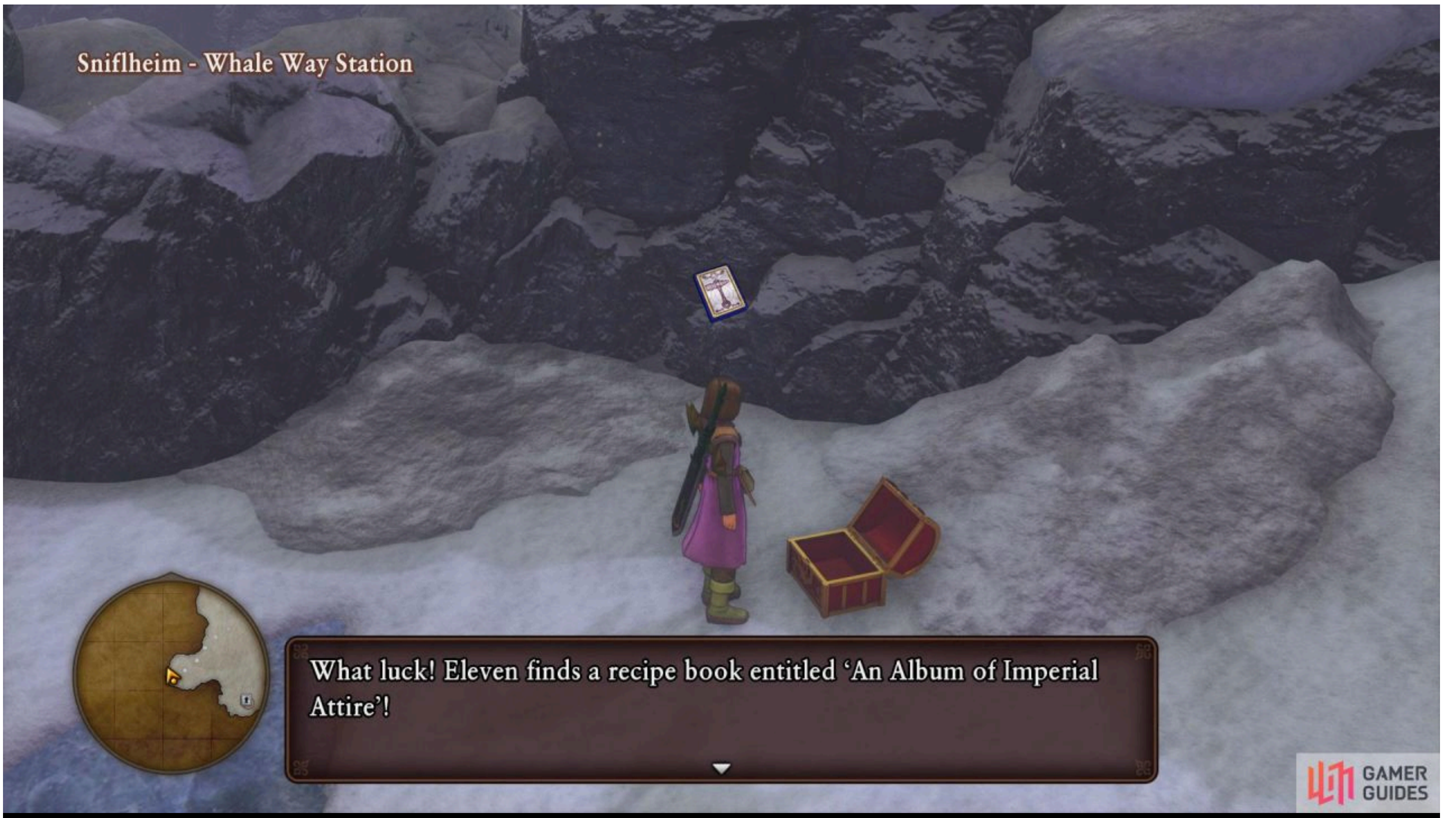
Sniflheim Whale Way Station

Items	Area
An Album of Imperial Attire	Southwest, chest

Sparkly Spots	Area
Royal Ruby	Southern path
Ice Crystal, Ethereal Stone, Savvy Saphire	Ore gathering point

Monsters	HP
Vicious Otter Shambles	~473
Vicious Chihuawyrm	~951

These Whale Way Stations that you can land on will have various items to loot along with monsters to fight. Head south along the path, nabbing the **Royal Ruby** from the Sparkly Spot along the way and keep to the left wall as the area opens up. You'll find an Ore gathering point here containing an **Ice Crystal**, **Ethereal Stone** and a **Savvy Saphire**. Search to the west of this open area before leaving to find a chest containing a Recipe Book, **An Album of Imperial Attire**.



What luck! Eleven finds a recipe book entitled 'An Album of Imperial Attire'!

Nab yourself a new Recipe Book here.

Use the Calamus Flute and fly southwest to land at the Champs Sauvage Whale Way Station.

Champs Sauvage Whale Way Station

Items	Area
An Earring for Every Element	North, chest

Sparkly Spots	Area
Lucida Shard	Southern path
Gold Nuglet	Along the stream

Monsters	HP
Vicious Goobonce	~225
Vicious Bloodbonnet	~232
Caped Caperer	~218
Vicious Very Devil	~220

Follow the path south, looting the first Sparkly Spot containing a **Lucida Shard** along the way. As soon as the path opens up, search along the northern wall behind a tree to find a chest containing another Recipe Book, **An Earring for Every Element**. Finally, head down to the stream and follow it west to find the second Sparkly Spot containing a **Gold Nuglet**.

Call Cetacea again and this time fly directly south to the Laguna di Gondolia Whale Way Station.

Laguna di Gondolia Whale Way Station

Sparkly Spots	Area
Wyrmwood	Northern path
Wyrmwood	Northern path
Colourful Cocoon x2, Silkblossom	Flower gathering point

A rather lonely Whale Way Station at Laguna di Gondolia, head north along the path to find two Sparkly Spots both containing **Wyrmwoods**. Once you reach the centre you'll find a Flower gathering point to the west containing a **Silkblossom** and two **Colourful Cocoons**.

That's all there is to see here so return to Cetacea and fly southeast to the Manglegrove.

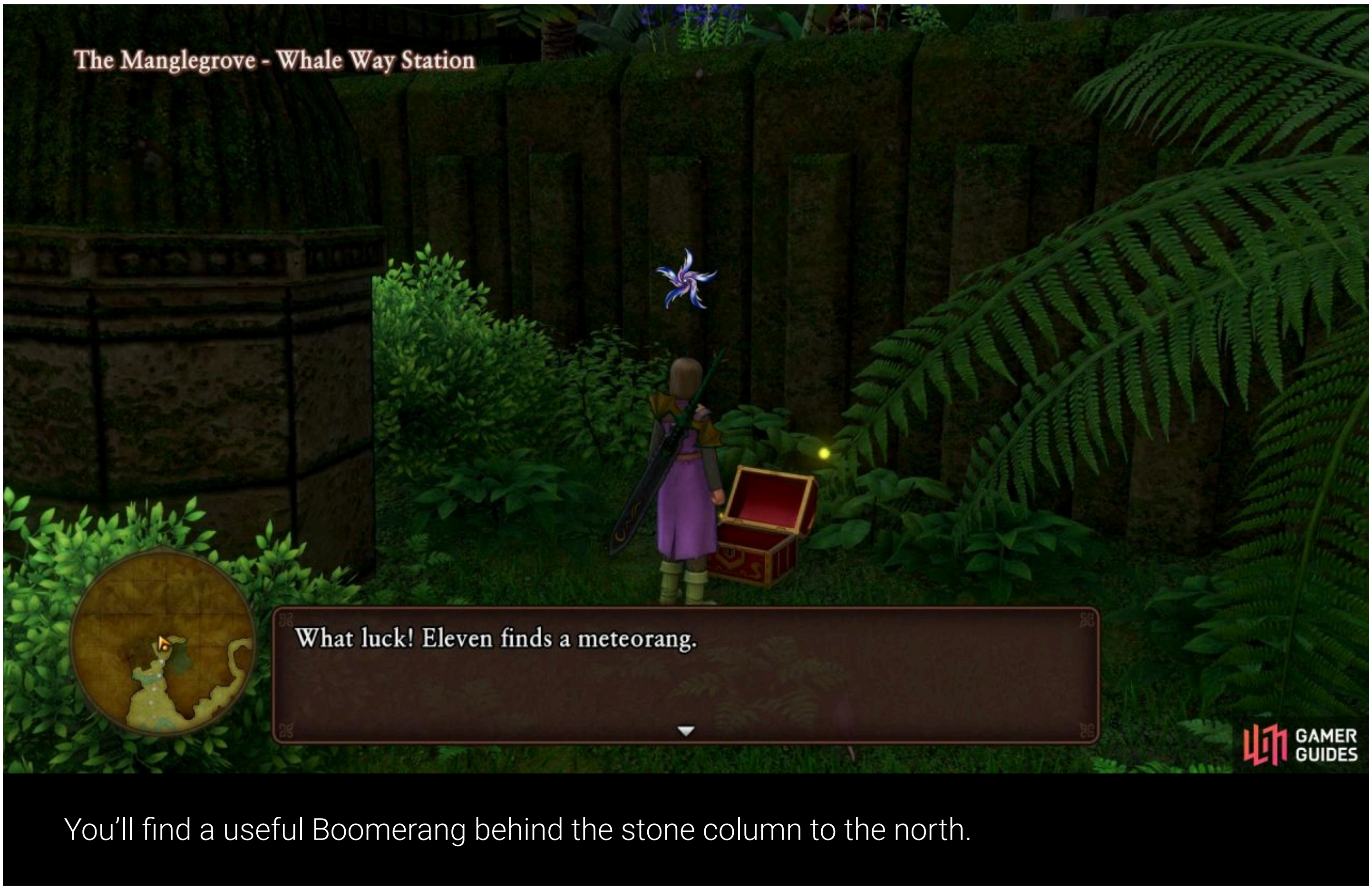
The Manglegrove Whale Way Station

Items	Area
Meteorang	North, chest

Sparkly Spots	Area
Colourful Cocoon	Northern path
Equable Emerald	Northern path
Ethereal Stone	Southeast

Monsters	HP
Stone Guardian	~594
Cureslime	~158
Bloody Hand	~180
Vicious Walking Corpse	~474
Armful	~554
Hardy Hand	~8

You'll encounter Hardy Hands at this Whale Way Station, the metal variant of the Hand mosters that when defeated, will reward massive amounts of exp. Head along the northern path and grab the Sparkly Spots containing a **Colourful Cocoon** and an **Equable Emerald**. Once the area opens up, search north for a chest next to a stone column containing a **Meteorang**. Head southeast from here to find a Sparkly Spot containing an **Ethereal Stone** before calling Cetacea once more.



What luck! Eleven finds a meteorang.

You'll find a useful Boomerang behind the stone column to the north.

Your next destination lies southeast of the previous one, in Gallopolis.

Gallopolis Whale Way Station

Sparkly Spots	Area
Brighten Rock	Southern path
Brighten Rock	Southern path
Wyrmwood x2, Spellbound Bough	East, Tree gathering point
Sainted Soma	Southeast water

Monster	HP
Penny Pincher	~245

Another area with only one particular monster to fight, the Penny Pinchers. Follow the southern path and grab the two Sparkly Spots along the way containing two **Brighten Rocks**. Once the area opens up, search to the east to find a Tree gathering point containing a **Spellbound Bough** and two **Wyrmwoods**. Finally, search south of this tree to find the final Sparkly Spot containing a **Sainted Soma** in the water.

Call on Cetacea and this time fly east of the Gallopolis station to land in Hotto.

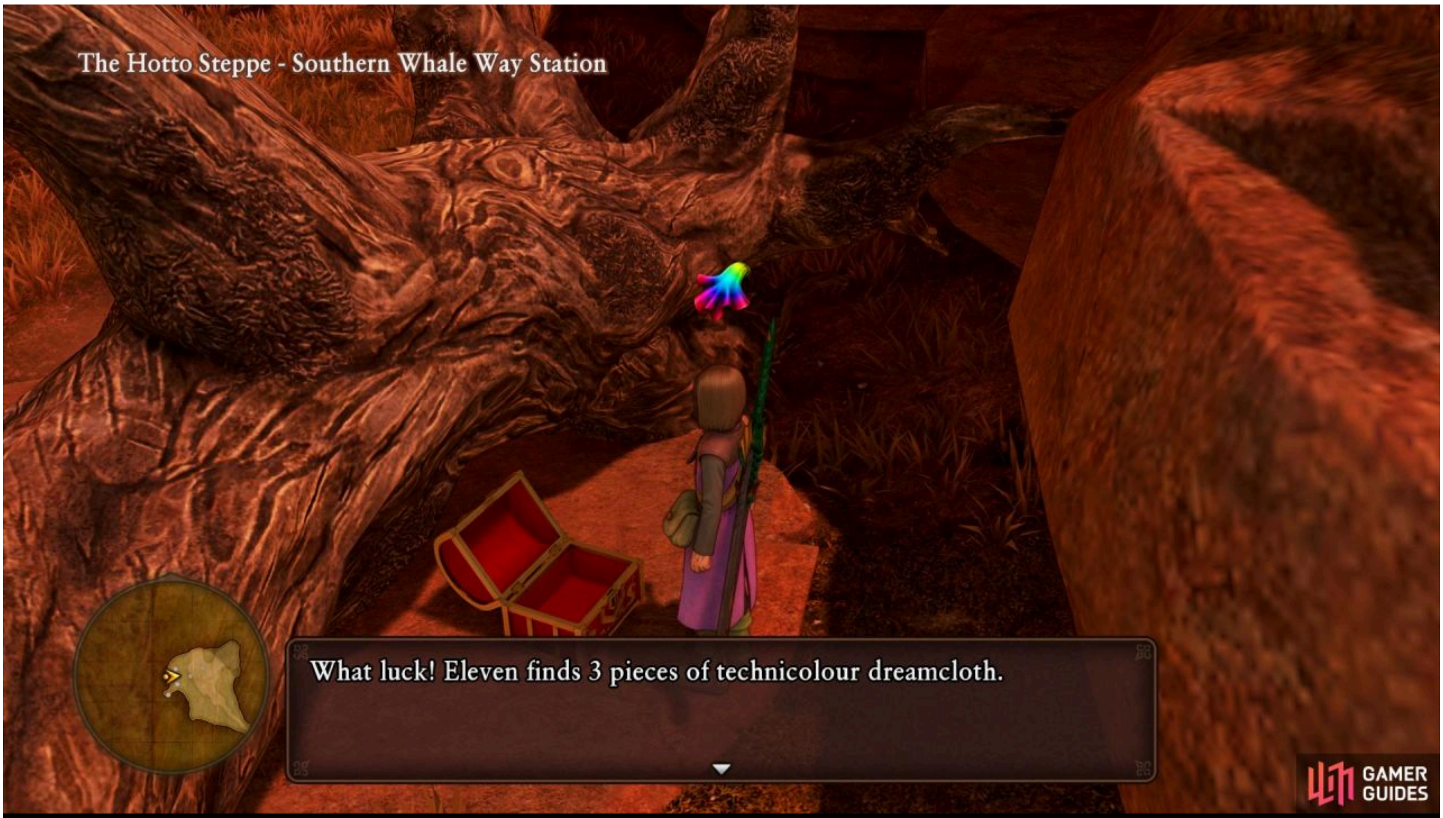
The Hotto Steppe - Southern Whale Way Station

Item	Area
Technicolour Dreamcloth x3	West, behind the fallen tree, chest

Sparkly Spots	Area
Densinium	Landing Area
Densinium	Western path
Sunny Citrine	West

Monster	HP
Balhib	~566

Another relatively small Whale Way Station with a solitary monster, the Balhib. Search in the northeast corner from where you land to find the first Sparkly Spot containing a **Densinium** and then follow the path west to grab a Sparkly Spot containing some more **Densinium**. Once the area opens up, search northeast for a Sparkly Spot containing a **Sunny Citrine** while you'll find a chest to the northwest of this spot containing three pieces of **Technicolour Dreamcloth**.



What luck! Eleven finds 3 pieces of technicolour dreamcloth.

This chest is hidden behind the fallen tree.

Take to the skies once more and head to the eastern most whale Way Station.

The Hotto Steppe - Northern Whale Way Station

Item	Area
Even More Dragony Designs	Southwest, behind locked door, chest

Sparkly Spots	Area
Dieamend	Landing Area
Lava Lump	Southern path
Dragon Horn	Southeast
Artful Amethyst	South

Monsters	HP
Liege Lizard	~880

Monsters	HP
Vicious Ethereal Serpent	~833
Evangelizard	~460

Search behind the landing area to find the first Sparkly Spot containing a **Dieamend** and then follow the path south, looting the next Sparkly Spot along the way containing a **Lava Lump**. Once the area opens up, search in the water to the east to find a Sparkly Spot containing a **Dragon Horn**. Continue south along the edge and climb onto the rocks to find the final Sparkly Spot containing an **Artful Amethyst**. Before you leave, head to where the locked door is and search behind it to find a chest containing a Recipe Book, **Even More Dragony Designs**.

Call upon Cetacea once more and fly to the final Whale Way Station located to the northeast of Erdrea.

Zwaadrsrust Whale Way Station

Sparkly Spots	Area
Wyrmwood	Northern path
Wyrmwood	Central
Artful Amethyst	North

Monster	HP
Dark Sabrecub	~327

Head along the northern path and search by the first tree to find a Sparkly Spot containing a **Wyrmwood**. Continue along the path and climb on top of the arch to find the next Sparkly Spot containing another **Wyrmwood** before heading to the northern most point to locate the final Sparkly Spot containing an **Artful Amethyst**.

Tickington

On this Whale Way Station, right after passing through the little archway, you should spot a Tockle, who will give you the pastword for the **Quester's Rest** area.

With all of the Whale Way Stations explored and looted, there's only one place left to visit. Head Northeast to the floating island and land to reach a mysterious place.

Forging the Sword of Legend

Havens Above

Sparkly Spot	Area
Colourful Cocoon	West

Upon setting foot on the strange island, head around the outer ring to the west to find a Sparkly Spot containing a **Colourful Cocoon**. Head up the stairs in the center and enter the temple to meet a rather strange fellow known as a Watcher. You learn that all of the Watchers have perished and that this one survived as he was in the Temple of Dawn. Head through the next door and examine the large globe of light within to obtain the **Guiding Light**. When you regain control, head over to each of the three Seedlings to learn more about the past of Erdrea and how the Lord of Darkness was defeated once upon a time.

Tickington

On the eastern side of the outer ring here, in Havens Above, there will be a Tockle that gives you the pastword for the **Pillar of Pegasus** area.

Leave the Temple of Dawn after viewing all three past events and you'll have a goal in mind at long last. Find the legendary ore, obtain the forging hammer and create the Sword of Light. You'll also unlock the Zoom destinations for Gallopolis and Hotto at this point, useful for this task. Return to Cetacea and make for the other floating island, far to the southwest of Erdrea.

The Battleground

GAMER GUIDES

Items	Area
Mini Medal	Level B2, chest
An Encyclopaedia of Expert Equipment	Level B3, chest
Seed of Skill (Pandora's Box)	Level B4, chest
Seed of Skill (Pandora's Box	Level B2 (Requires Dragooner), chest
Sacred Styles for Saintly Ladies	Level B9, chest
Agate of Evolution	Level B9, under the stairs, chest
Chronocrystal	Level B8, chest
Brain Drainer	Level B8, chest
Bad Axe	Level B7, chest
Brace Yourself	Level B6 (Requires Dragooner), chest

Sparkly Spots	Area
Dracolyte	Entrance
Densinium	Level B2
Mythril Ore	Level B3
Brighten Rock x2, Red Eye	Level B4, Ore gathering point

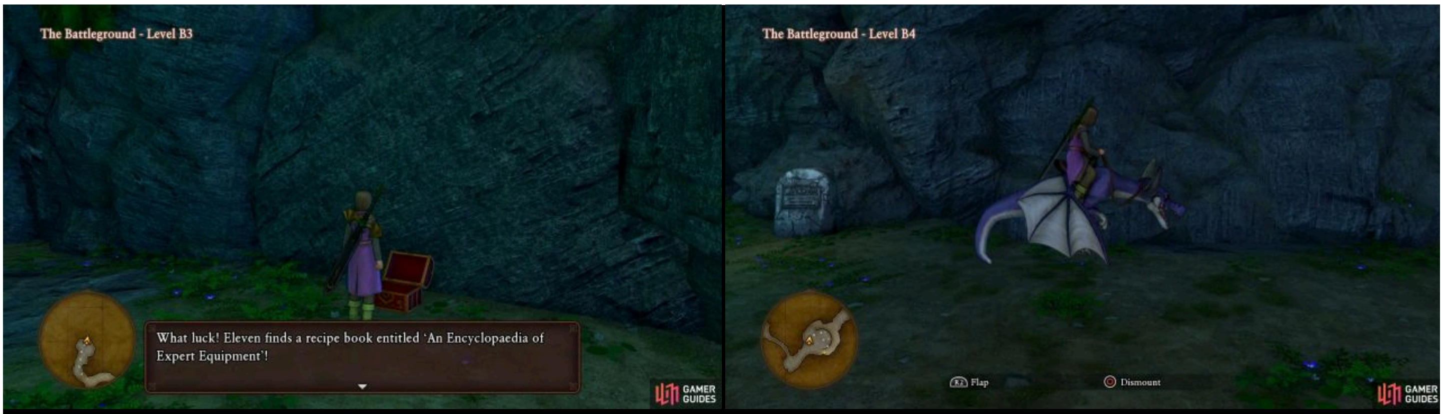
Sparkly Spots	Area
Yellow Eye	Level B4
Sunny Citrine	Level B4
Mythril Ore	Level B1 (Requires Dragooner)
Molten Globules	Level B4
Mirrorstone, Purple Eye, Green Eye	Level B9, Ore gathering point
Blue Eye	Level B9
Equable Emerald	Level B9
Densinium x2, Thunderball	Level B8, Ore gathering point
Molten Globules	Level B8
Gold Nuglet	Level B7
Gold Nuglet	~Level B7
Dracolyte	Level B7
Royal Ruby	Level B6
Mythril Ore	Level B6 (Requires Dragooner)
Artful Amethyst	Level B6
Savvy Saphire	Level B6

Monsters	HP
Vicious Liquid Metal Slime	~10
Killing Machine	~420
Type G0 (Rare)	~1806
Armful	~554
Lethal Armour	~514
Evangelizard	~460
Dragooner (Mount)	~296
Sootbonce	~269
Smogbonnet	~276
Dragon Zombie	~591
Wight Prince	~224
Overkilling Machine	~504
Pandora’s Box	~1800

As you can see by looking at the lists, The Battleground is a huge dungeon packed full of nasty monsters and extravagant items. Begin by heading forward and using the Guiding Light on the object ahead, this will remove the cloud of darkness and allow you access to the island. Ignore the slope down and head around back to find the first Sparkly Spot containing a **Dracolyte**. Take the slope down and ignore the first cave to your right, opting to head further down and into the next cave on your right. Follow this path all the way to the end and drop down the hole to reach Level B2.

Head west from your starting location to find a chest in the southern corner containing a **Mini Medal**. Continue around this Level to the west to find a Sparkly Spot containing **Densinium**. Continue along to reach the central shaft once more, heading down the slope to Level B3.

Enter the first cave to the north as you're descending to find a chest at the end containing a Recipe Book, **An Encyclopaedia of Expert Equipment**. Continue down the slope and enter the next cave you come along, going west at the next intersection to find a Sparkly Spot containing some **Mythril Ore**. Return to the central shaft and head down to Level B4.

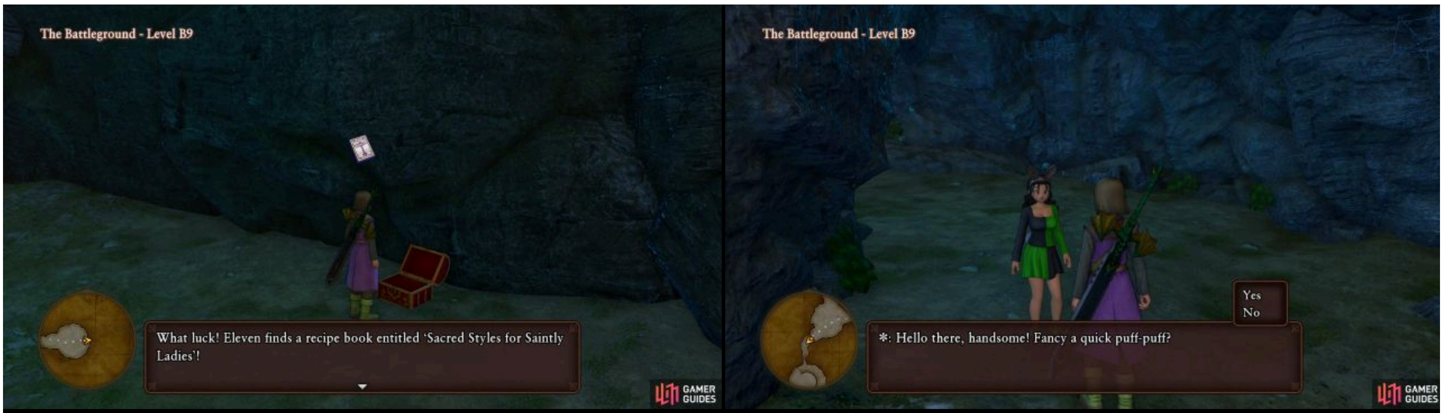

What luck! Eleven finds a recipe book entitled 'An Encyclopaedia of Expert Equipment'!

There's a Recipe Book on Level B3 (left), make use of the Dragooner to reach the caves inside the central shaft. (right)

Take the first path to your east to find an Ore gathering point containing two **Brighten Rocks** and a **Red Eye**. Search in the northwest corner here to find a chest containing a Pandora's Box, defeat it using your most deadly attacks to take it out before it has the ability to Kathwack your party. You'll obtain a **Seed of Skill** for defeating it and then return to the central shaft to find two Sparkly Spots on the ground containing a **Yellow Eye** and **Sunny Citrine**. Defeat one of the nearby Dragooners and mount it, flying up to B2 and into the northwest cave to find a chest containing another Pandora's Box, defeat it to obtain a second **Seed of Skill**. Return to the central shaft and fly up to Level B1 to access the Sparkly Spot in the northeast cave containing a **Mythril Ore**.

Fly down to the bottom of the shaft and leave the mount, heading west to the nearby Camp to rest up and access the forge. Create the Ogre Shield for Hendrick along with a Titan Belt or two for your physical attackers. Save your game and head north, looting the Sparkly Spot containing **Molten Globules** before taking the vine down.

You'll find yourself down on Level B8, shimmy around the edge to the north and follow the path to Level B9 to find an Ore gathering point containing a **Mirrorstone**, **Purple Eye** and a **Green Eye**. Take the eastern path to find a chest containing a Recipe Book, **Sacred Styles for Saintly Ladies** and then take the path to the southwest to find a Bunny Girl. Agree to have a Puff-Puff and follow her north to receive a rather unexpected Puff-Puff, if you've been following this walkthrough then that should have been your final one and you'll unlock the **Puff-Puff Buff** trophy/achievement.


The Battleground - Level B9

What luck! Eleven finds a recipe book entitled 'Sacred Styles for Saintly Ladies'!

GAMER GUIDES
The Battleground - Level B9

*: Hello there, handsome! Fancy a quick puff-puff?

Yes
No
GAMER GUIDES

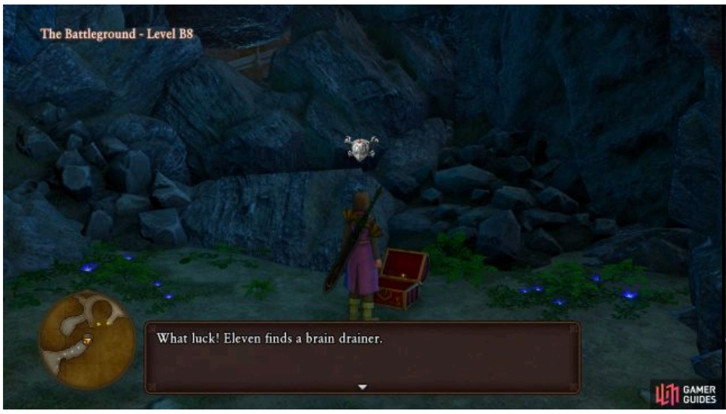
This Recipe Book will allow you to forge a new costume for Serena (left), this should be the final Puff-Puff you need for the Trophy. (right)

After that interesting excursion, continue south to reach another shaft and search on the ground to find some Sparkly Spots containing a **Blue Eye** and an **Equable Emerald** while you'll find a chest under the stairs containing an **Agate of Evolution**.

Continue up the slope to Level B8 and take the second path to the west (ignoring the small cave) and follow the path to a chest near the wall containing a **Chronocrystal**. Follow the path south to an Ore gathering point containing a **Thunderball** and two chunks of **Densinium**. Follow this path east and you'll find a chest at the end of the path containing a **Brain Drainer**, a useful Shield for Sylvando if he's using them. Return to the shaft and head east before heading up to loot a Sparkly Spot containing **Molten Globules**.

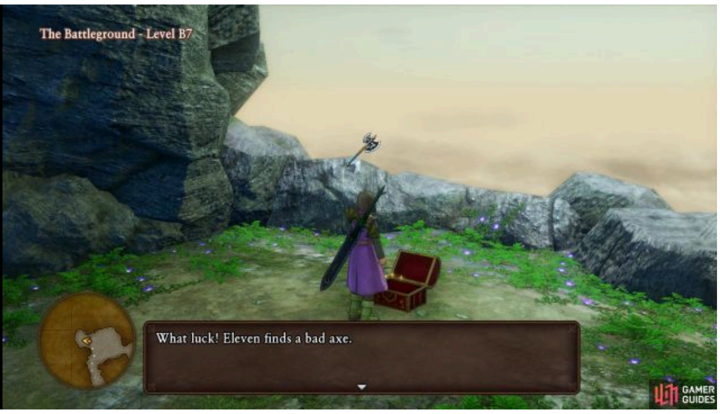
Tickington

Right next to the chest with the Chronocrystal will be another Tockle, with this one giving you the pastword for the **Damdara** area.


The Battleground - Level B8

What luck! Eleven finds a brain drainer.

GAMER GUIDES


The Battleground - Level B7

What luck! Eleven finds a bad axe.

GAMER GUIDES

The Brain Drainer is a useful Shield for Sylvando (left), the Bad Axe can be evolved into another weapon later in your journey. (right)

Return to the shaft and take the first path south, following it around clockwise to find two Sparkly Spots containing **Gold Nuglets** and then head northwest to find a chest containing a **Bad Axe**. Return to the shaft and take the northern path as you climb the slope, you'll find a Sparkly Spot at the end of the path containing a **Dracolyte**.

On Level B6, ignore the first path to the southeast and take the southwest path. Follow it around to a Sparkly Spot containing a **Royal Ruby** and then grab yourself a Dragooner mount to fly east and access the shaft. Fly over to the west to find a chest containing a Recipe Book, **Brace Yourself** which will allow you to make some of the best accessories out there. Finally, fly over to the northeast cave to find a Sparkly Spot containing a **Mythril Ore**. Take the southeast path now and grab the final two Sparkly Spots containing an **Artful Amethyst** and a **Savvy Saphire**.

Follow the long path north to the Overlooked Cavern and follow it ot the end to find the **Orichalcum**. With the first step of the process completed, Zoom to Zwaardsrust (Sea) and sail south to Gondolia.

Gondolia

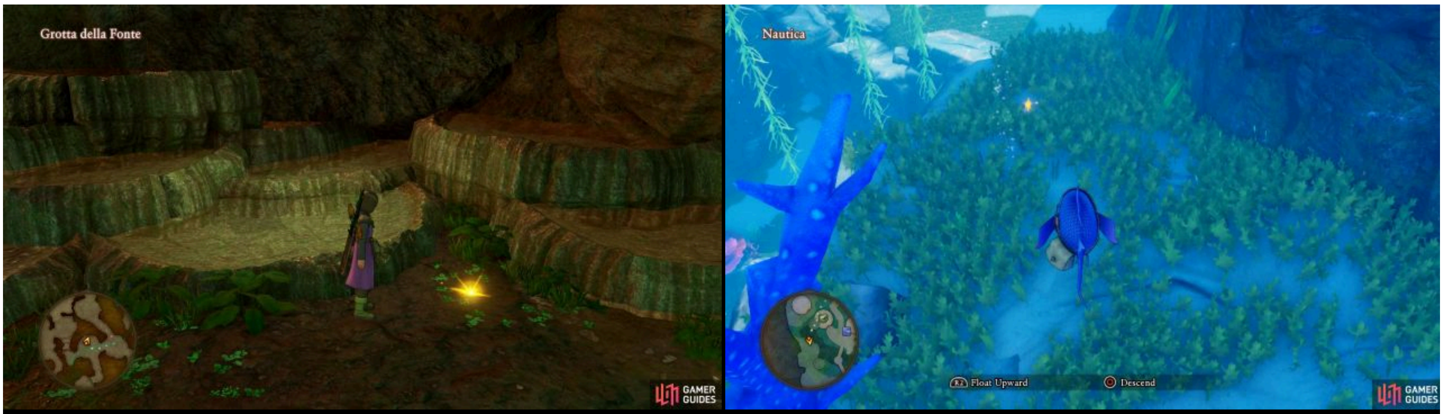
Head upstairs from the dock and speak to the merchant from earlier to see he's selling some new exclusive armor for Hendrick. Like last time, haggle between the two brothers (the other found north of the Weapon shop) to buy it for 10000G and obtain **Hendrick's Armour**. If you're wearing the Metal Slime Armor from earlier however, this will offer less Defense. While you're here, check out the Weapons shop and buy a Fizzle Foil for the Riddle quest. Take the opportunity to rest at the Inn and then head to the northwest of town to find a man with a request for you. Agree to assist him to obtain **Quest 44 - The Search for the Sage's Stone**.

Gondolia
Gondolia
GAMER GUIDES
GAMER GUIDES

There's two quests to accept in Gondolia (left), you'll need to head to the Gallopolis region to find the Desert Rose. (right)

Head southeast from here to find a woman with a request, agree to help her to accept **Quest 45 - A Rose Arose Where No Rose Grows**. Take the time to knock a few more quests out while you're in this region by heading to Laguna di Gondolia.

Make your way northwest to Grotta della Fonte and continue until you reach the Camp. Rest up and access the forge and create the Saintly Set for Serena (Goddess's Tiara + Saintess Dress) along with Mighty Armlets for your physical attackers and Brainy Bracers for Serena and Rab. Leave the Camp and head south to the next intersection and then west to find a golden Sparkly Spot containing the **Rainbow Rock Salt**. Zoom over to Phnom Nonh and hand it over to the man near the Church to complete **Quest 33** and obtain 10 **Mythril Ores**.



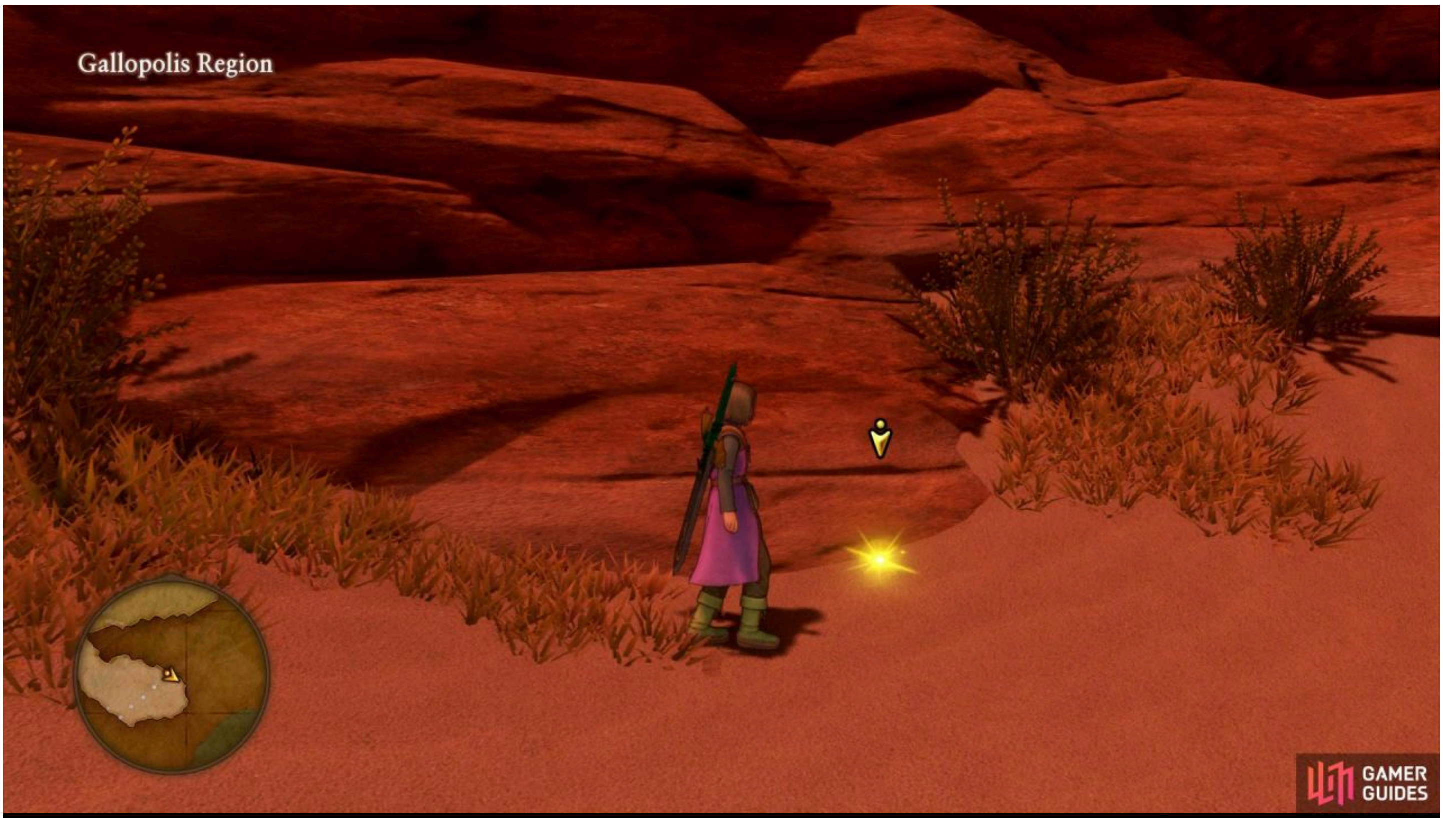
You'll find the salt for Quest 33 in the Grotta della Fonte (left), while you'll find the Sage's Stone for Quest 44 in Nautica. (right)

Zoom over to L'Academie next and equip the Fizzle Foil on the hero before heading to the Bibliotheque and speak to the Shellslime. You'll pass the riddle and complete **Quest 31** to obtain five **Mini Medals**. Pay a visit to the Principal while you're here and hand over your Mini Medals, you should still need three more for the next reward.

Zoom to Nautica next and speak to the Queen to become a fish once more. Swim south and look on the cliff overlooking the Item shop to find a golden Sparkly Spot among the seaweed containing the **Sage's Stone**. Zoom back to Gondolia and hand it over to the man in the northwest to complete **Quest 44** and obtain a new Recipe Book, **Making the Most of Mythril** along with letting you keep the Sage's Stone.

Note

The Sage's Stone can be used an unlimited amount of times from your character's inventory in battle. This acts as a multiheal for around 110 HP, be sure to leave it with Hendrick to allow help him to support the party even more.



The Desert Rose can be found south of Gallopolis.

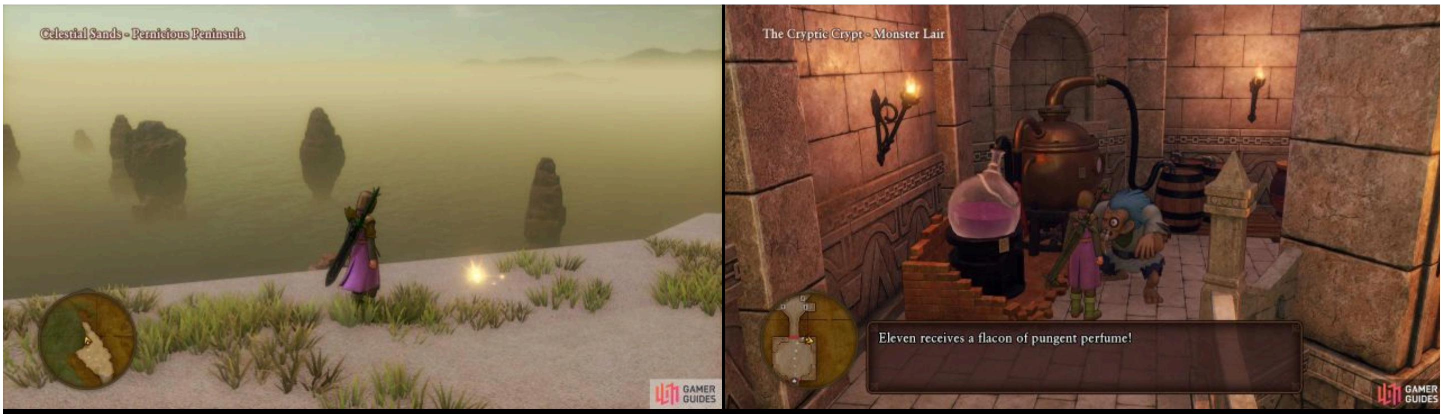
Resist the urge to Zoom to Gallopolis and make your way to the Gallopolis Region via Laguna di Gondolia, making sure to pay a visit to the Camp along the way to register it. Back in the Gallopolis Region, make your way to the southern most point of the region (resting at the Camp along the way) to find a golden Sparkly Spot in the corner containing the **Desert Rose**. Zoom back to Gondolia and hand it over to the woman to the east of town to complete **Quest 45** and obtain a **Happy Hat**. With all of those side activities out of the way, finally Zoom over to Gallopolis.

Gallopolis

Upon entering you'll see that Erdwin's Lantern continues its descent to Gallopolis, causing the entire populace to be terrified of the impending doom. Before you head to the Palace, head to the west side of Gallopolis and enter the house above the stables. Head up the stairs and speak to the Butler to find out that a certain piece of literature you're looking for has been sold to a Woodcutter. Zoom over to The Manglegrove and search the bookshelf in the cabin to find a letter, return to Aboria and speak to the minstrel to complete **Quest 43** and obtain the Recipe Book, **Things to Do with Metal Goo**.

Return to Gallopolis and make your way to the Palace to speak with Sultan regarding Erdwin's Lantern. You'll learn that Prince Faris and his scholar have set off for the Celestial Sands to try and read the runes on the surface of the Lantern. Zoom over to the Gallopolis Camp and make your way north to run into them. The party agrees to step in for the frightened scholar. Follow Prince Faris to the ruins in the center of the Celestial Sands and watch the events that unfold.

With the Lantern shattered into pieces, head to the northern Camp and register it before Zooming back to Gallopolis and into the Palace. Head to the Throne Room and speak with the Sultan twice to obtain the **Forging Hammer** from him, two down, one to go. Before you leave Gallopolis, head south from the Palace to find a scholar, agree to help him to begin **Quest 46 - A Little Bit Of Lantern** and then Zoom over to the North of Gallopolis Campsite. Make your way north to where you defeated the Slayer of the Sands earlier in your adventure to find a golden Sparkly Spot containing a **Lantern Shard**. Return to the scholar and hand it over to complete the quest and obtain three **Agates or Evolution**.


Celestial Sands - Pernicious Peninsula
The Cryptic Crypt - Monster Lair
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GAMER GUIDES

Eleven receives a flacon of pungent perfume!

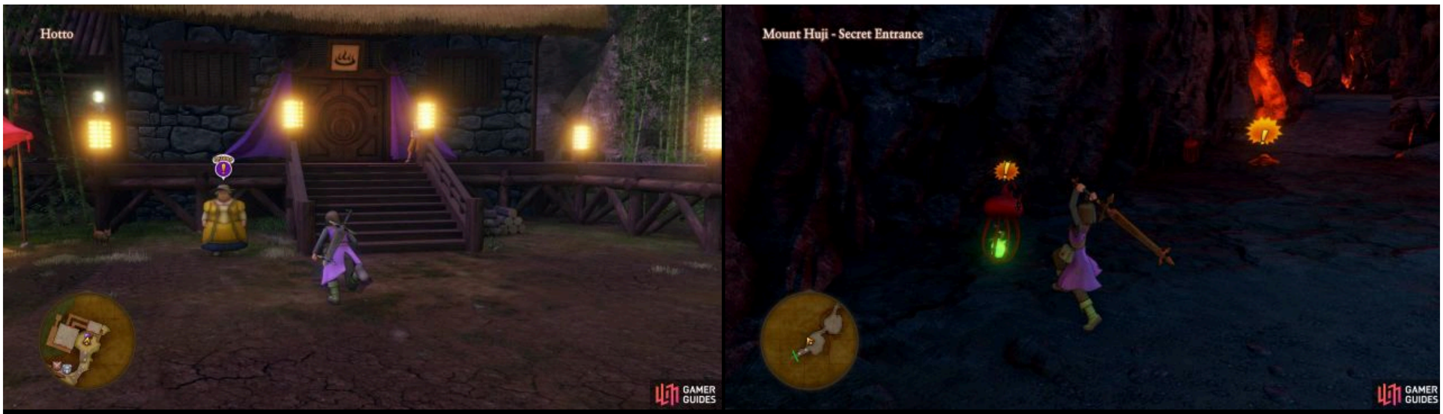
Search where you defeated the Slayer of the Sands to find the lantern piece (left), head to the Cryptic Crypt where you fought Jarvis to find the Perfume for quest 30. (right)

Hotto is the last destination in your quest to forge the Sword of Light but again, resist the urge to Zoom there and access the Hotto Steppe from the Gallopolis region. Make your way north to the Camp and access the forge to create a Metal Gooreatsword for the Hero along with a Metal Slime Armor if you have any materials left over.

Leave the Camp and make your way north to The Cryptic Crypt and head through it until you reach the room where you defeated Jarvis. Speak to the Zombie in the northeast corner of the room to obtain **Pungent Perfume** and Zoom back to L'Academie. Speak to the Zombie near the Principal's office and hand over the perfume to complete **Quest 30** and obtain a **Hades' Helm**. With that out of the way, Zoom over to Hotto at long last.

Hotto

Upon speaking to the townspeople, you'll discover that there appears to be a crisis in Hotto however before you head to the Temple, head to the Steam Baths and speak to the woman outside, agree to help her to begin **Quest 47 - Some Like it Hotto**. Make your way over to Miko's Shrine now and listen to Miko's plea, a beast has taken over the mountain path to the west and is preventing the people of Hotto from completing their rite to quell the volcano. Leave Hotto when you're ready and head west to Mount Huji.



Accept the quest from the woman outside the Steam Baths (left), you'll find the Lava Lamplings shortly after. (right)

As you enter the area, a strange looking bear shouts out to the party. It appears the beast that has taken over the mountain path is in fact two children in disguise. Follow the children east to their Hideout to meet their mother and learn the dark secret of Hotto. Take the ladder up to the volcano and begin following the path, taking the time to defeat one of the Lava Lamplings and obtain a **Fiery Brimstone**. At the end of the path you'll discover that the Dragon still lives, zoom back to Hotto to inform the people of Miko's lie.

Tickington

In the little secret hideout, you can find a Tockle sitting on the bench, who will give you the pastword to the **Cannock Castle** area.

Rest at the Inn, save your game and then head back to the woman at the Steam Baths to hand over the Fiery Brimstone and complete **Quest 47** to obtain five **Goobricants**. Make your way over to Miko's Temple now to confront her as Tatsunaga attacks the village. Following Miko's sacrifice, Tatsunaga turns its sight on the party and attacks.

Tatsunaga is more of a miniboss here, he's stronger than a regular encounter but not quite as difficult as a boss. Use Kabuff with Hendrick and then let the Hero and Jade use Unbridled Blade/Multithrust to deal the damage. Tatsunaga's physical attacks will hit for around 50 HP with Buff on you and has the ability to Sap your defenses. The biggest danger to watch out for are his desperate attacks which can hit upwards of 200 HP.

Tatsunaga escapes following your battle and you'll need to head to the heart of Mount Huji to slay it. Return to Miko's Temple and speak to her maid in the back room to learn more about Miko's situation and obtain the **Mountain Gate Key**. Before you leave the maid's room, search the wardrobe for a **Mini Medal** and then return to Mount Huji.

Mount Huji

Mount Huji - Caldera - Upper Area
Autosaving...
GAMER GUIDES

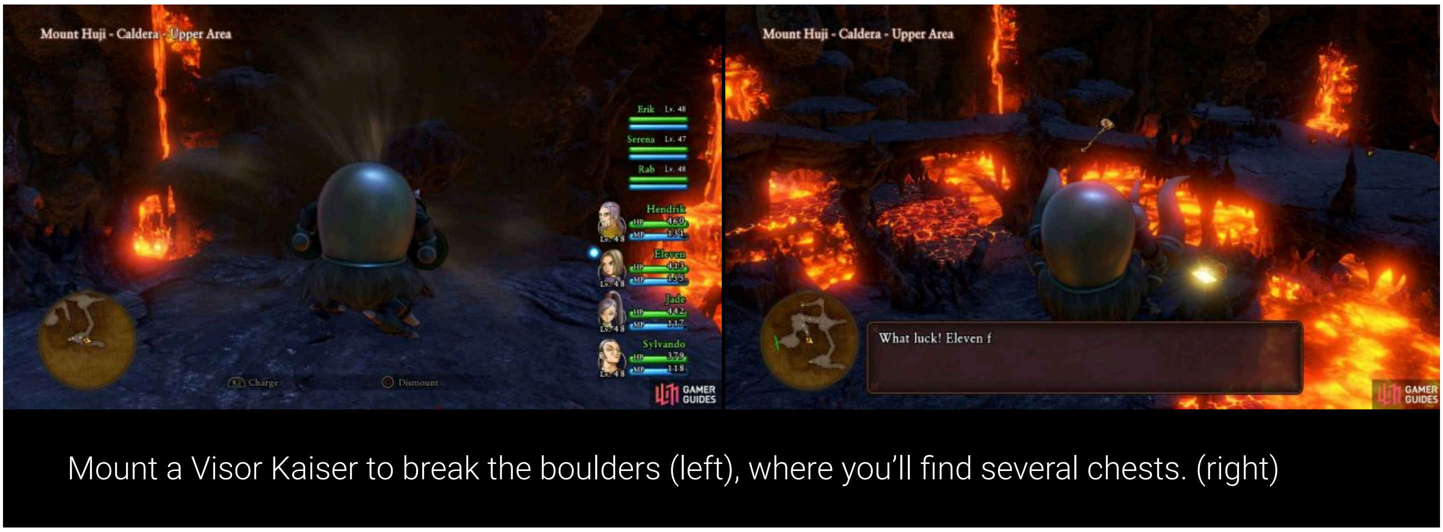
Items	Area
Fire Ball	Caldera, Upper Area, east, chest
Magma Staff	Caldera, Upper Area, Entrance, chest
Fire Ball	Caldera, Lower Area, north, chest
Mini Medal	Caldera, Lower Area, centre, chest
Sage's Elixir x4	Caldera, Lower Area, east, chest

Sparkly Spots	Area
Lava Lump	Base
Fire Wood	Caldera, Upper Area
Fire Wood	Caldera, Lower Area

Monsters	HP
Ursa Panda (Rare)	~1104
Stone Guardian	~594
Cureslime	~158

Monsters	HP
Bloody Hand	~180
Bombboulder	~363
Hardy Hand	~8
Evangelizard	~460
Lava Lampling	~225
Slick Slime	~202
Vicious Ursa Minor	~798
Jerkules	~1198
Clangoustine	~358
Visor Kaiser (Mount)	~329

Head north and loot the Sparkly Spot containing a **Lava Lump** and then open the large gate to enter the volcano. Follow the path, ignoring the first intersection and head east at the crossroads to find a Sparkly Spot containing **Fire Wood**. Head south now and follow the path down to the Lower Area where you can encounter a Visor Kaiser. Defeat it and mount it, riding it back the way you came to the east and charging into the boulder there. You'll find a chest behind it containing a **Fire Ball**.



What luck! Eleven f

Mount a Visor Kaiser to break the boulders (left), where you'll find several chests. (right)

Return to the entrance and the first intersection, charging into the boulder here to reach another chest containing a **Magma Staff**. Head back to where you found the Visor Kaiser and go north to reach the centre. Make a quick detour west to find a Sparkly Spot containing more **Fire Wood** and then go north from the center intersection to reach a large area with a chest to the north, open it to obtain another **Fire Ball**.

Continue around to the centre of this intersection once more and break the boulder in the middle, you'll find a chest behind it containing a **Mini Medal** and then head east to reach the final chest containing four **Sage's Elixir**. Take the time to recover your HP and MP before stepping forward to face Tatsunaga for real this time.

Boss: Tatsunaga

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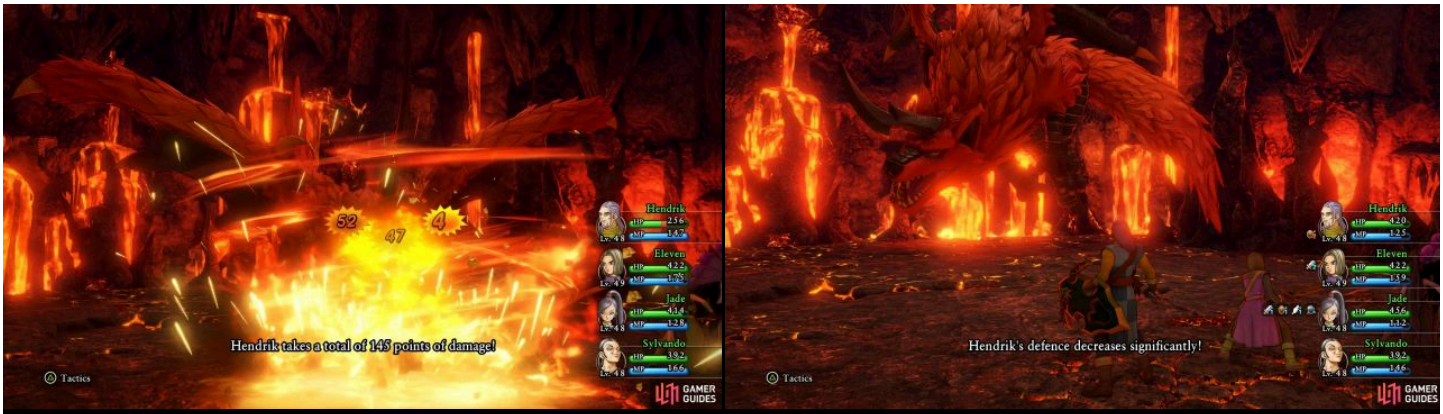
Tatsunaga has a lot more nastier skills at his disposal this time and has around 2400 HP. Tatsunaga will attack three times in a combat round and his attacks will deal over 60 HP while his ball of fire will hit someone multiple times for around 200 HP. You'll want to have Kabuff up to deal with the onslaught of his attacks. To make him even more deadly, his regular attacks will Sap your defense significantly, upping the damage he does massively. Finally, Tatsunaga has a War Cry that will inflict around 70+ HP to the entire party.


52
47
4
Hendrik HP 256 MP 147 Lv. 48
Eleven HP 422 MP 175 Lv. 49
Jade HP 414 MP 128 Lv. 48
Sylvando HP 392 MP 166 Lv. 48
Tactics
GAMER GUIDES
Hendrik HP 420 MP 125 Lv. 48
Eleven HP 422 MP 159 Lv. 49
Jade HP 456 MP 112 Lv. 48
Sylvando HP 392 MP 146 Lv. 48
Tactics
GAMER GUIDES

Hendrik takes a total of 145 points of damage!

Hendrik's defence decreases significantly!

Ball of Fire is Tatsunaga's most damaging attack (left), counteract the Defense down with Kabuff. (right)

You'll want to have Jade Re-Vamp twice to boost her stats before setting line Multithrust (or Multifeet if you have that already) while the Hero resumes his rampage with Unbridled Blade that's been Oomphled. Leave Sylvando in the party to Hustle Dance, using That's Amore between bouts of it to inflict some damage of his own.

Ryu will regain his form following his death as the mirror shines within his body and Ryu and Miko's tragic story comes to a close. The party travels back to Hotto to deliver the news and usher in a new dawn for Hotto, unlocking the **Hot Spring Hero** trophy/achievement.

With peace returned to Hotto, make your way back to Miko's Temple and speak to her maid once more to obtain the **Crucible Key**. Leave Hotto and return to Mount Huji one final time, heading to the far north of the area and unlocking the door with the Crucible Key. Follow the path forward to reach the heart of the volcano and present the Guiding Light. Watch the scenes that follow to obtain the **Sword of Light** and at long last, journey's end is in sight.

Tickington

In 3D mode, right inside the gate locked by the Crucible Key, is a Tockle that gives you access to **Baramos's Castle**.

Definitive Edition

There is a new costume/armour available after completing the events here in Hotto, for the Hero. It is called the **Wolf Dragon Armour** and can be bought from the armour shop for 15,000G.

Ready as We'll Ever Be

Awarded for obtaining an abiding symbol of hope.

G 10

The Fortress of Fear

GAMER GUIDES

The way to Mordegon is finally open and you have the weapon needed to slay the Lord of Shadows. You should have all of the quests complete leaving just the Wheel of Harma left untouched, you can attempt these now and make use of the rewards received. Do note however that once you reach Act III, you'll receive tools that will make this task a lot easier without sapping the difficulty from the final boss of Act II. Once you're prepared, head to an Inn or Camp to heal up completely before using the Calamus Flute, Mordegon's Fortress of Fear beckons.

The Fortress of Fear

Items	Area
Molten Globules x3	Level 1, east, chest
Pride of the Valkyries	Level 1, west, chest
Liquid Metal Jacket	Level 1, west, chest
Seed of Skill (Pandora's Box)	Level 1, west, chest
Colourful Cocoon	Level 2, stairs, pot
Chronocrystal	Level 2, Exterior, chest
Technicolour Dreamcloth x3	Level 2, South, chest
General Directives	Level 3, chest
Sainted Soma x2	Level 3, central room, chest

Items	Area
Mini Medal	Level 3, west, chest
Gold Bar	Level 3, exterior, chest
In Fine Fettle with Liquid Metal	Level 3, exterior, chest
50000G	Level 3, exterior, chest
Agate of Evolution	Level 4, central room, chest
Poker	Level 4, exterior, chest
Stardust Sword	Level 4, chest
Meteorite Bracer	Level 1, locked door to the north, chest
Sage’s Elixir x4	Level 4, chest

Sparkly Spots	Area
Evencloth	Level 1, east
Savvy Saphire	Level 1, central room
Platinum Ore	Level 2, central room
Goobricant	Level 2, east
Evencloth	Level 2, exterior
Sunny Citrine	Level 1, central room
Equable Emerald	Level 1, central room
Saint’s Ashes	Level 3, central room
Royal Ruby	Level 1, central room
Artful Amethyst	Level 1, central room

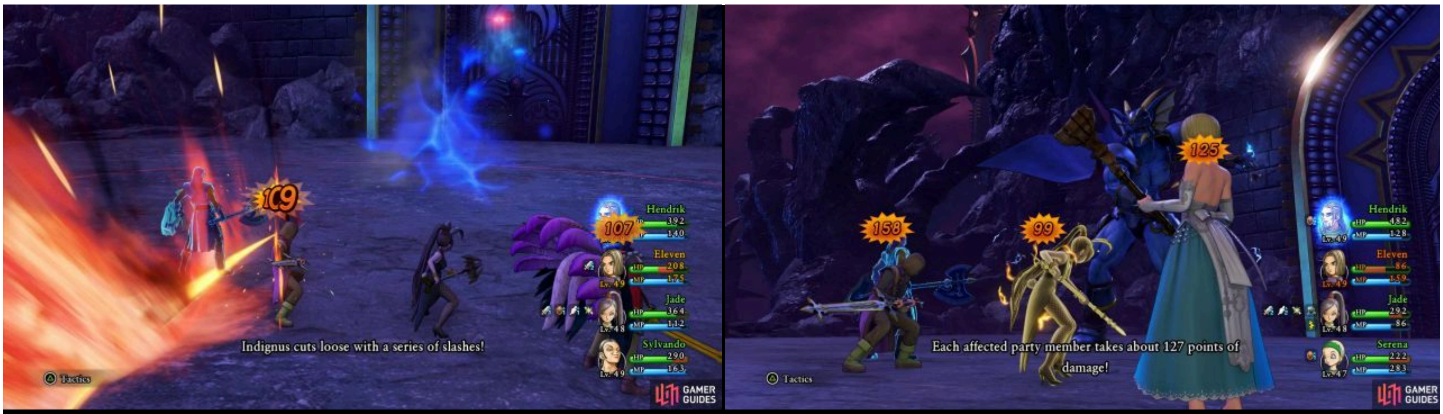
Monsters	HP
Balhib	~566
Caped Caperer	~218
Dragooner (Mount)	~296
Overkilling Machine	~504
Pandora’s Box	~1800
Jerkules	~1198
Brodysseus (Rare)	~3391
Visor Kaiser (Mount)	~329
Dark Dullahan	~575
Metal Dragon	~821
Clockwyrm (Rare)	~2429
Golden Girl	~346
Leger-De-Man	~261
King Cureslime	~680

Monsters	HP
Manticore	~791
Hooper Trooper	~576
Hard-Boiled Eggsoskeleton (Mount)	~463
Dead Dragooner (Mount)	~460
Shadeshifter	~255
Great Keeper	~699
Hellrider (Mount)	~360
Headless Hunter	~879
Great Dragon	~1900
Loss Leader	~1073
Token Taker	~381
Metal King Slime	~20

As you fly towards the barrier that surrounds the Fortress of Fear, the power of the Sword of Light melts it away. After you land, make sure once again you're prepared as you head towards the entrance, another Spectral Sentinel blocks the way forward.

Boss: Indignus

Indignus may look intimidating but by now you should be more than able to deal with him. He has around 3500 HP so you'll need to make sure you Sap him to put a dent in him. His regular attacks will hit for 110+ HP and his most deadly ability is when he readies his blade, this will be followed by a combo of lethal strikes on random characters for over 170HP. If the majority of hits land on a character with less HP (such as Serena) then you could find her crippled right from the start. Inferno Slash will focus on one character for fire damage but is easily healed through and he can use Desperate Attacks at will. Kacrack will hit the entire party for over 90HP so be sure to keep an eye on your HP and don't let it drop below half. Finally, and most importantly, Gigathrow will hit the entire party and inflict Paralysis, be sure to cure it with Tingle right away.


Indignus cuts loose with a series of slashes!

Each affected party member takes about 127 points of damage!

Ready Blade is Indignus' most lethal attack (left), while Gigathrow can inflict Paralysis on the party. (right)

At this stage in the game, Indignus and the following bosses can start wiping your beneficial status effects, this means that you'll need to focus more on keeping consistant damage up rather than wasting time stuck in a cycle of constant buffing. Stick with the usual tactics by now, double Re-Vamp Jade followed by Multithrust or Multifeet and Oomphle the Hero to use Unbridled Blade. Have Hendrick Kabuff twice to soften the blows from Indignus and then resort to Parallax while Sylvando can continue with Hustle Dance, using That's Amore if the chance arises.

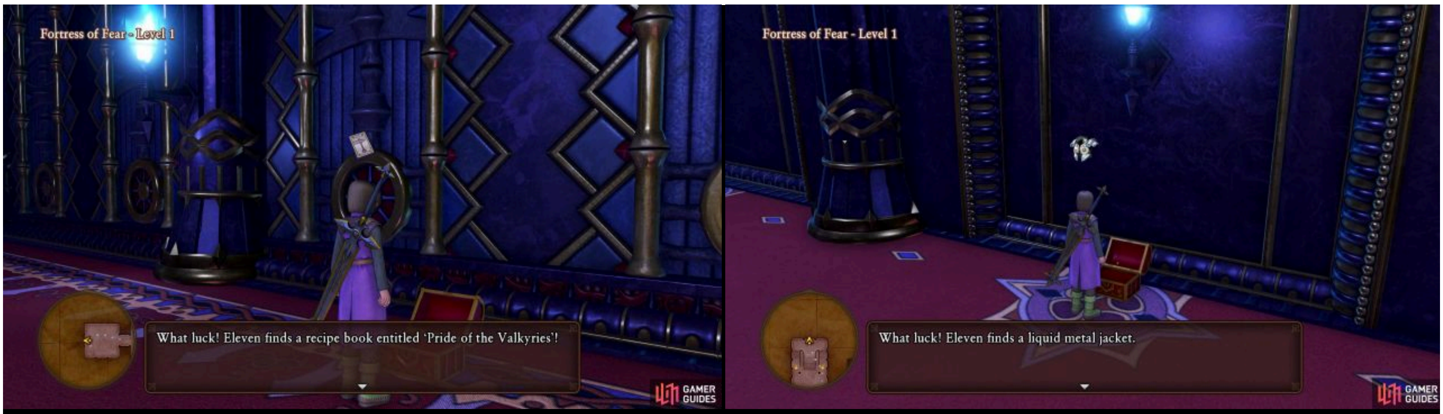
Following the defeat of Indignus, you'll obtain the **Blue Orb** once more and gain access to the Fortress of Fear at last. Before heading through the door, use the Goddess Statue in the corner to recover and save your game.

Note

The Fortress of Fear is a large dungeon with many challenging encounters. This Goddess Statue is the only one in the dungeon so you'll need to make frequent trips to recover.

Inside you'll be greeted by three Dark Dullahans, be sure to defeat them and then head into the central room. This room acts as a hub to the entire fortress and you'll be passing through (and up) many times. Take the time to fight the monsters in this dungeon, you'll want to be at least Level 50 by the end of it and 55 will make it a lot more manageable. Additionally, the monsters here can drop useful items and you also have the possibility of encountering Metal King Slimes.

Take the eastern door and then head north at the first intersection to find a Sparkly Spot containing an **Evencloth**. Go south now at the intersection to find a chest at the back of the room containing three **Molten Globules**. Return to the intersection once more and head east, past the Metal Dragon, to find a switch that, when jumped on, will unlock the door leading to the west of Level 1. Return to the central room and head west, heading south at the intersection and following it to the end to find a chest containing a Recipe Book, **Pride of the Valkyries**. This is a costume for Jade and is her best equipment for Act II, seeing as you're still early in consider Zooming to a Camp to create it and return.



What luck! Eleven finds a recipe book entitled 'Pride of the Valkyries'!

What luck! Eleven finds a liquid metal jacket.

This Recipe Book contains Jade's best armor for Act II (left), you'll find this chest under the stairs leading to Level 2. (right)

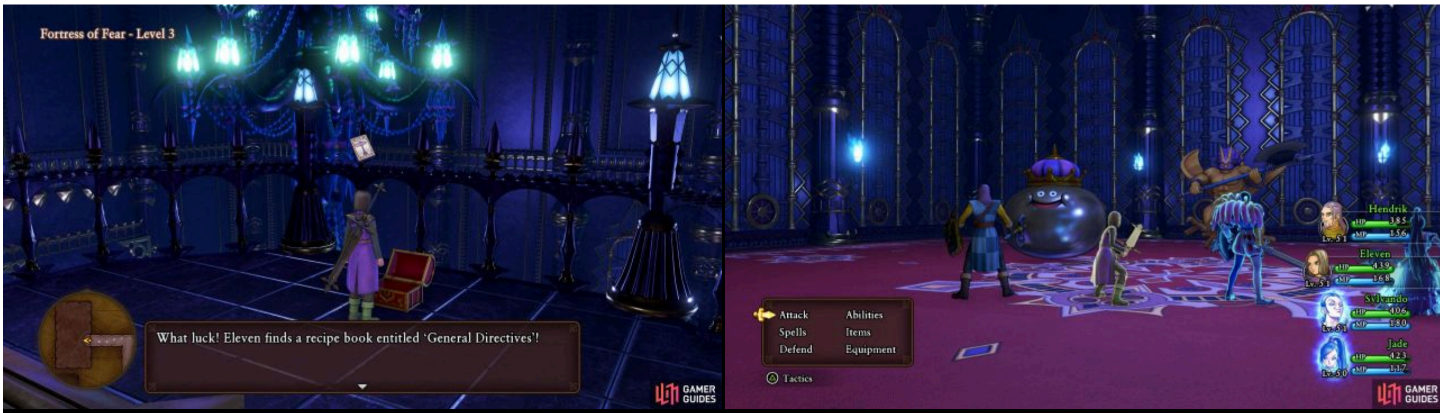
Return to the western corridor of Level 1 and go north at the intersection and search under the stairs to find a chest containing a **Liquid Metal Jacket**. Take the stairs up to find another chest, this one containing a Pandora's Box, be sure to defeat it quickly before it can get Kathwack off and obtain a **Seed of Skill**. Take the western stairs up to find a pair of pots containing a **Colourful Cocoon** and then follow the path to the intersection.

Head west and through the door to find yourself outside with a chest, open it to obtain a **Chronocrystal** and then head back inside. Take the southern path next and follow it to the end to find another chest, this one containing three pieces of **Technicolour Dreamcloth**. Return to the intersection once more and head through the eastern door to reach the central room once more.

Walk on to the sigil to use the power of the Luminary and blast away the crystals allowing you to use one of the Dragooner mounts to fly to the bottom. Do so and loot the Sparkly Spot containing a **Savvy Saphire** before flying back up to Level 2. Instead of landing in the middle however, search the balcony to the south to find a Sparkly Spot containing a **Platinum Ore**. Land back on the central platform and head through the door to your east. Follow the path, past the Golden Girl and Manticores and search in the northwest corner of the room to find a Sparkly Spot containing a **Goobricant** before heading out to the exterior.

Follow the linear path up the stairs and to the end where you'll find a portal that will take you to a different part of the exterior. Grab yourself a Hard-Boiled Eggsoskeleton mount and bounce your way up the platforms, looting the Sparkly Spot containing an **Evencloth** along the way and onto Level 3.

Follow the path west at the first intersection to loot a chest containing a Recipe Book, **General Directives** which will allow you to forge Hendrick's best gear of Act II. Hold off on returning until you open the Level 3 shortcut however and head south to the central room once more. Use the power of the Luminary to shatter the crystals once more to open up another shortcut and then Zoom out to a Camp to forge Hendrick's armor.

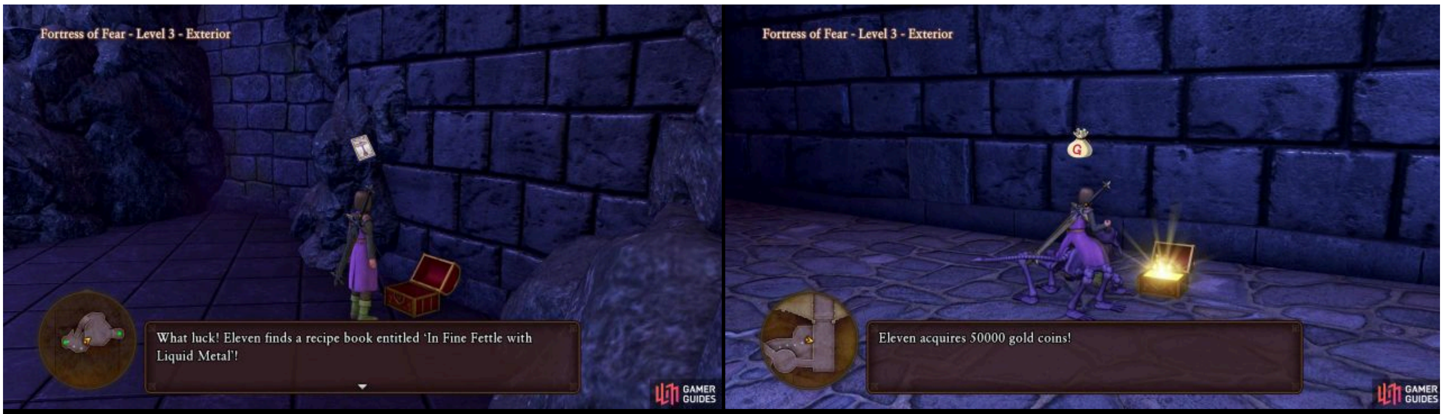

What luck! Eleven finds a recipe book entitled 'General Directives'!

This Recipe Book contains the best gear for Hendrick in Act II (left), be sure to fight encounters to hopefully come up against Metal King Slimes. (right)

Return to the central room on Level 1 and grab the new Sparkly Spots (along with the previous one) containing a **Sunny Citrine** and an **Equable Emerald**. Grab a Dragooner mount and fly up to Level 3 where you'll find a chest on the west balcony containing two **Sainted Somas** along with a Sparkly Spot on the east side containing a **Saint's Ashes** before exiting through the southern door.

Take the western path at the intersection and follow it to the next intersection, continuing west to find a chest containing a **Mini Medal**. Defeat a Visor Kaiser in this room and mount it, going north at the nearby intersection (the eastern path from the first intersection leads to a room of Penny Pinchers) and follow the path to reach the exterior.

Head north to the first portal and then follow the path until you reach the spiral stairs. Ignore the path to the south and make your way up to the top to find a chest containing a **Gold Bar**. Go back down the stairs, drop off the ledge and head south to the next portal. Search behind the Jerkules to find a chest containing a Recipe Book, **In Fine Fettle with Liquid Metal** that will allow you to forge the best weapons for Act II. Again, hold off until you unlock the next shortcut before shooting off to forge them.


Fortress of Fear - Level 3 - Exterior
GAMER GUIDES
Fortress of Fear - Level 3 - Exterior
GAMER GUIDES

What luck! Eleven finds a recipe book entitled 'In Fine Fettle with Liquid Metal'!

Eleven acquires 50000 gold coins!

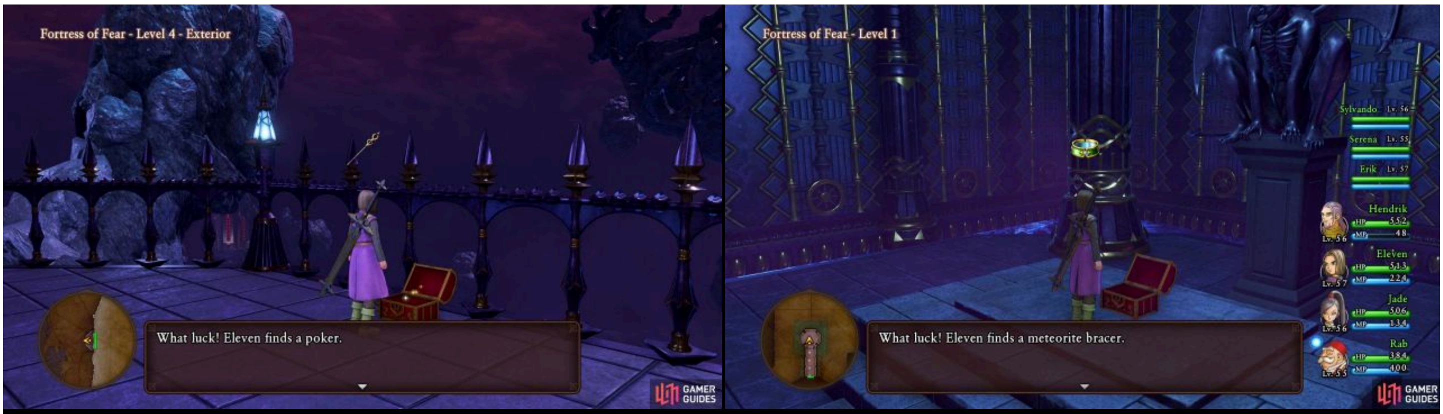
Search behind the Jerkules to find this Recipe Book (left), a large sum of gold can be found behind the Great Keepers. (right)

Climb the nearby platforms and take one final portal where you'll come across some Hellriders, defeat one and mount it. Climb the first wall and then pass through the passageway the Great Keepers are guarding to find a chest containing **50000G**. Head out of the passageway and take the next wall up to reach a bridge. Follow this path forward, defeating the Great Dragon in the process and through the door at the end.

Head forward, past the Headless Hunters and Loss Leader until you reach the central room once more. Use the power of the Luminary to break the crystals one final time and then Zoom to a Camp to begin forging some new weapons. Be sure to forge the Liquid Metal Gooreatsword and Liquid Metal Spear along with some Liquid Metal Armor for the Hero. When you're ready, Zoom back to the Fortress of Fear and make your way to the central room on Level 1 once more.

Grab all the Sparkly Spots on the ground including two new ones containing an **Artful Amethyst** and **Royal Ruby**. Snag yourself a Dragooner mount and make your way up to Level 4 where you'll find a chest on the eastern balcony containing an **Agate of Evolution**. Fly back over to the center and head through the northern door.

The way forward is blocked so take the western portal and follow the path north to an intersection. Take the western door first to find a chest containing a **Poker** and then head back through and take the eastern door to find a switch. Return through the portal and take the eastern portal, following the path to the next intersection. Head east to find a chest behind the Great Dragon containing a **Stardust Sword** before taking the western path to another switch.



What luck! Eleven finds a poker.

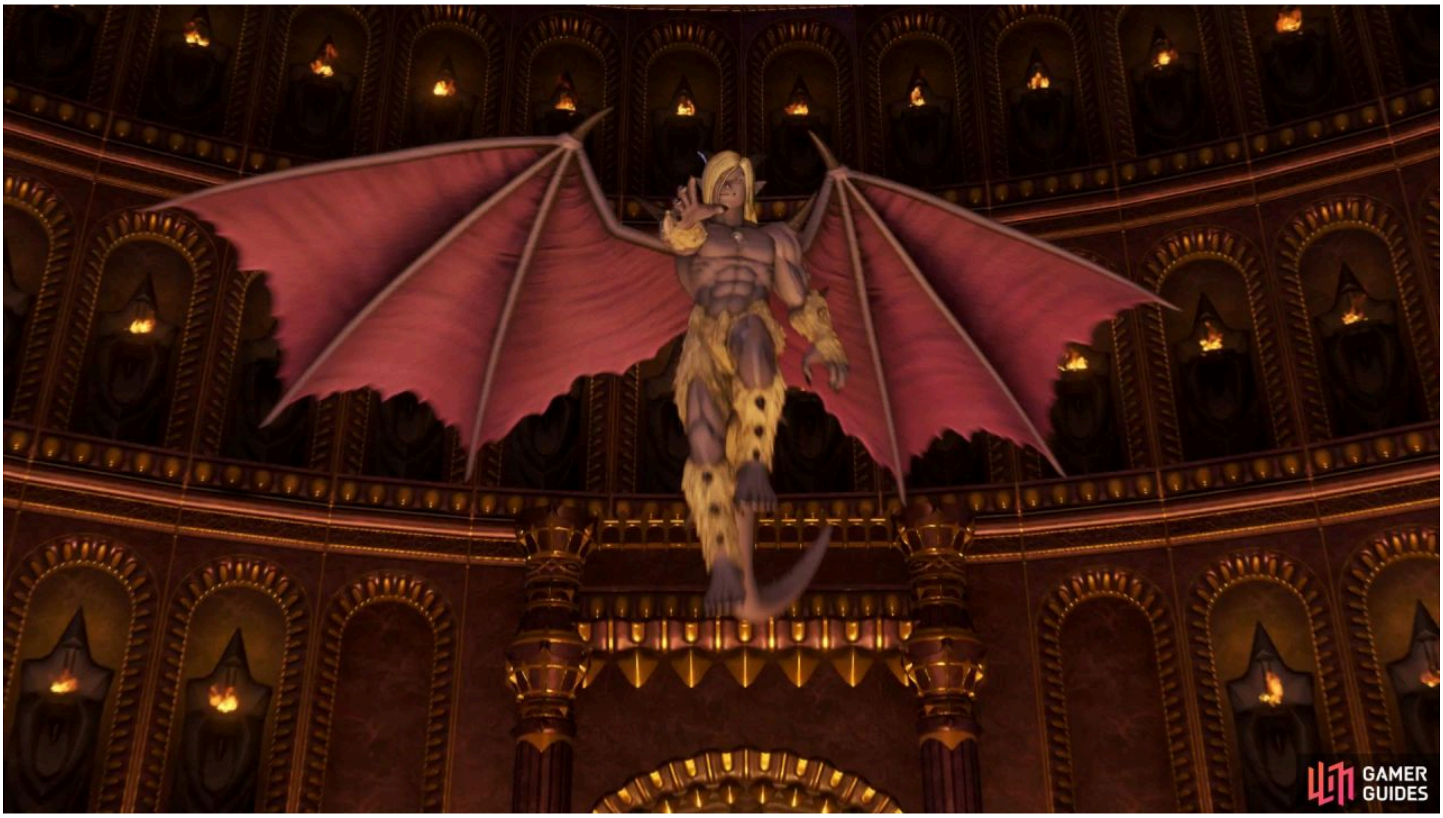
What luck! Eleven finds a meteorite bracer.

The Poker and Stardust Swords are weapons that can only be upgraded in Act III (left), the Meteorite Bracer is the best Agility accessory in the game. (right)

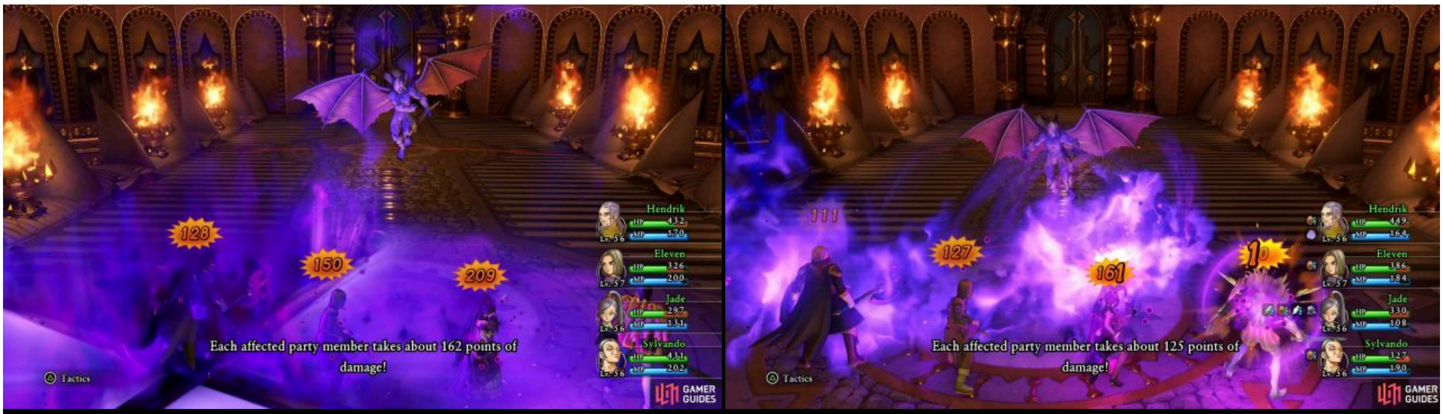
Return to the initial intersection and walk forward onto the platforms you just raised. Head through the western door and defeat the Great Dragon to access the switch behind it. This will allow you to access the deepest reaches of the Fortress of Fear however take the eastern path first to find another switch to hit. This unlocks the northern door back on Level 1 in the central room, head back and take a Dread Dragooner mount to the bottom. Head through the now unlocked northern door and open the chest at the end to obtain the incredibly useful **Meteorite Bracer**, this will boost the wearer's agility by 100 (and 200 at +3) causing them to likely act first in battle, perfect for your healer.

While you're here, head outside to use the Goddess Statue to heal up and save your game, you have a tough boss battle coming up. Fly back up to Level 4 and head north across the platforms you rasied to find the final chest containing four **Sage's Elixirs**. Make sure you're fully healed up and restored all your MP and then head through the door. Make your way across the bridge and an old adversary will greet you.

Boss: Jasper Unbound



Jasper is your toughest battle yet and is not to be taken lightly, regardles of your equipment. Like all bosses at this point, he can and will remove your buffs frequently, the good thing about this is that it will waste one of his turns casting it. Lance of Darkness will hit the entire party for around 200 HP, likewise Pitch-Black Flames will hit the party for around 150 HP and he can make a party member hallucinate. He'll also use Desperate Attacks from time to time and his regular physical attacks hit hard. Finally, he'll also call forth allies to help him in the form of Bahlibs, ignore these and focus on Jasper.



Each affected party member takes about 162 points of damage!

Each affected party member takes about 125 points of damage!

Lance of Darkness is Jasper's most dangerous attack (left), likewise, Pitch-Black Flames also hits hard, keep your HP up at all times. (right)

Jasper has around 3600 HP, which isn't too much at this point in the game but you'll need to keep an eye on your HP at all times, don't let it drop below half. Have Hendrick use Kabuff so Jasper wastes turns removing it and then help out with Sage's Stone and Parallax where possible. The Hero should be using either Unbridled Blade or Sword Dance, both hit hard but Sword Dance is less MP along with each hit being able to perform a Critical Hit. Jade should be using Multifeet at this point, if you can buff her with Re-Vamp or Oomphle she'll be even more deadly. Finally, Sylvando, Serena or Rab should be on constant healing duty, don't take anything for granted.

As Jasper evaporates, you'll obtain the **Purple Orb** once more to complete your orb collection. Proceed north through the door and head towards the portal to witness more scenes. Take the portal up to the Palace of Malice following it and then prepare yourself, when you enter through the door at the end, the final battle will begin.

For starters, check out your inventories, make sure you have plenty of MP restoring items on everyone and Yggdrasil Leaves on characters who otherwise cannot revive. You'll want to be around Level 55 as a base, if you're not then return to the lower levels and fight some battles until you reach it. Once you're fully prepared, head through the door to face Mordegon at long last.

Boss: Lord of Shadows

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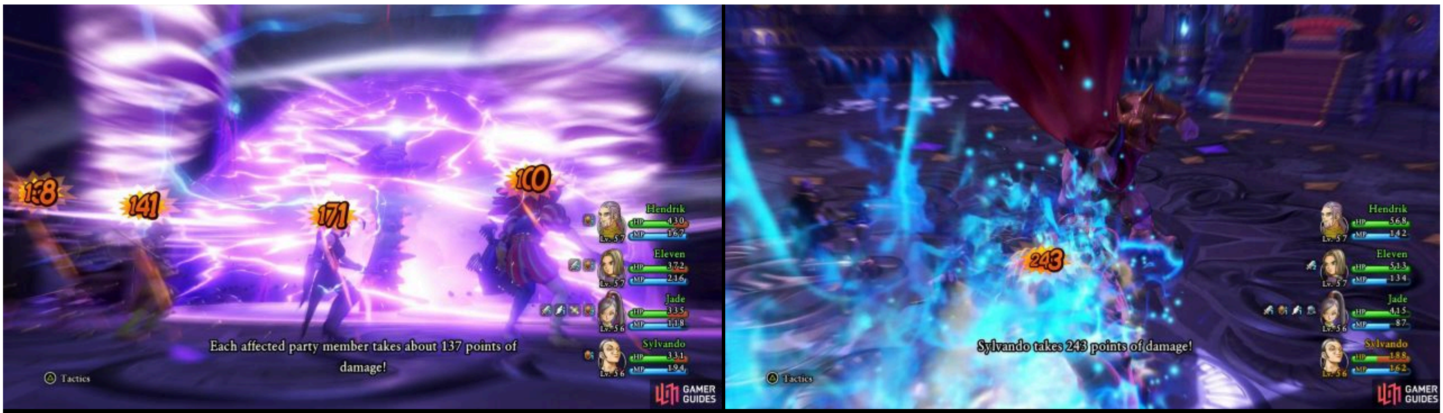
The Lord of Shadows has around 5500 HP so you'll need to be ready for a long battle. He has many damaging attacks and like Jasper before him, the ability to remove your own buffs. Using the orb, Evil Energies will deal around 150 HP to the party and he can summon a Shadow of Shadows that will both buff the Lord of Shadows and deal damage to your party. Be sure to take out the Shadow of Shadows before it has a chance to use Kabuff or else you risk prolonging the battle. The Power of Darkness is another party wide attack that can deal upwards of 200 HP and he can drain your MP on top of it. Finally, Blade of Ultimate Power will deal around 240 HP to a single party member, as you can see, if multiple attacks go against you then you could see yourself near death very quickly.


Each affected party member takes about 137 points of damage!

Sylvando takes 243 points of damage!
138
141
171
100
Hendrik
Eleven
Jade
Sylvando
Tactics
GAMER GUIDES
243
Hendrik
Eleven
Jade
Sylvando
Tactics
GAMER GUIDES

Evil Energies will hit the entire party for heavy damage (left), while Blade of Ultimate Power focuses on one character. (right)

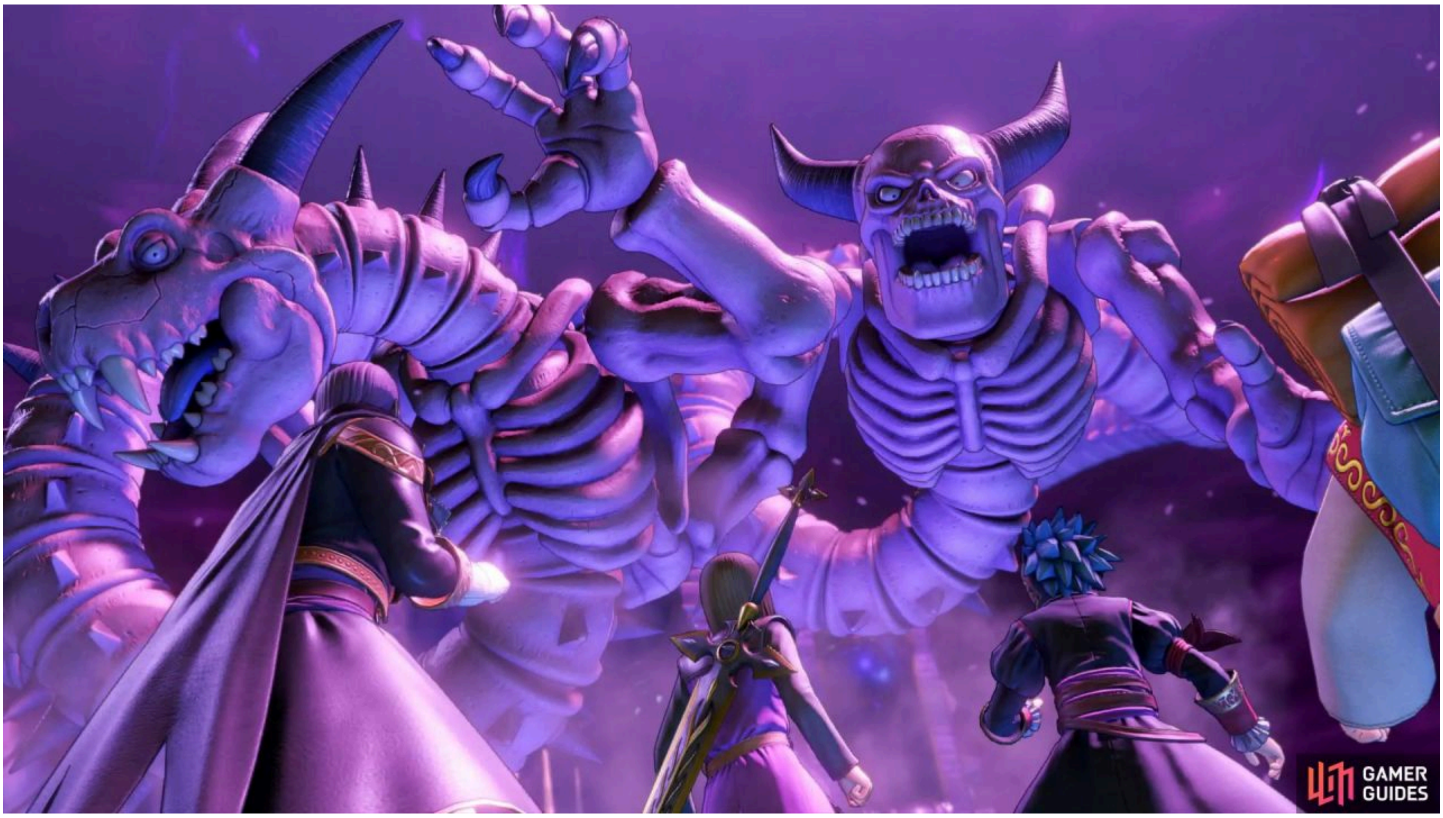
Hendrick should use Kabuff and then work on using Scrap Mettle to lower his defense while using Sage's Stone to help heal. Try to get Oomphle off on the Hero and have him use Sword Dance and Jade is as deadly as ever with Re-Vamp (only use it once here) and Multifeet. Finally, any healer will be useful here although Rab's large MP pool helps negate the need to use MP restoring items.

As the Lord of Shadows falls back, defeated, he uses one last trick up his sleeve, transforming himself into a giant combination of man and Dragon.

Warning: Beware!

If you're defeated in the next battle, you'll have to repeat the previous battle if you want to challenge it again.

Boss: Mordragon and Mordragon’s Tail

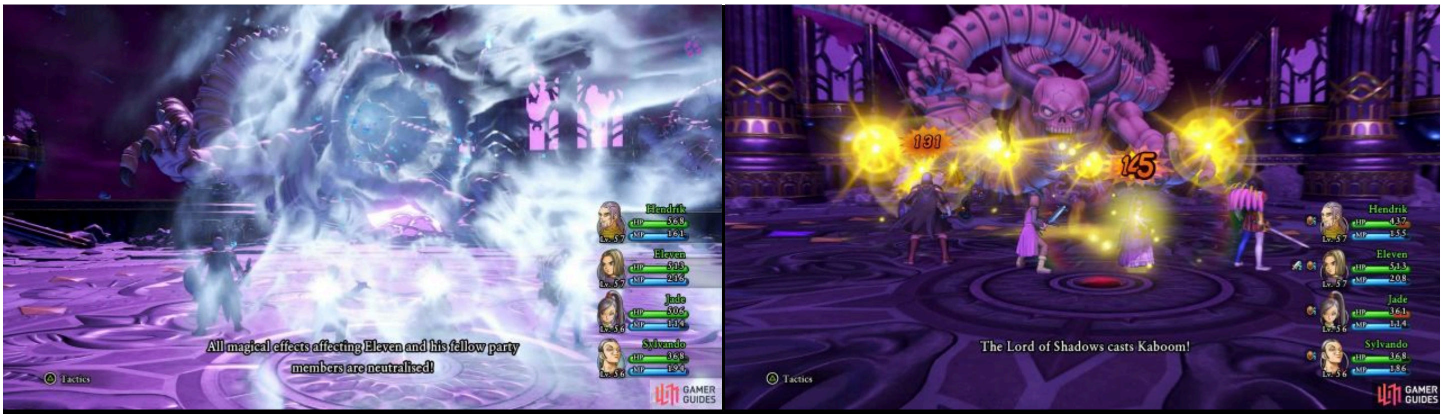


You’ll be fully restored at the beginning of the battle and you’ll be up against both the Mordragon and Mordragon’s Tail. Mordragon’s Tail is more magical based and will use heavy hitting spells while Mordragon is more physical based. Each head has around 5600 HP and you’ll need to defeat both to finish the battle.

Note

In the original release of Dragon Quest XI, the tail was named Mordragon, while the other body was called the Lord of Shadows.

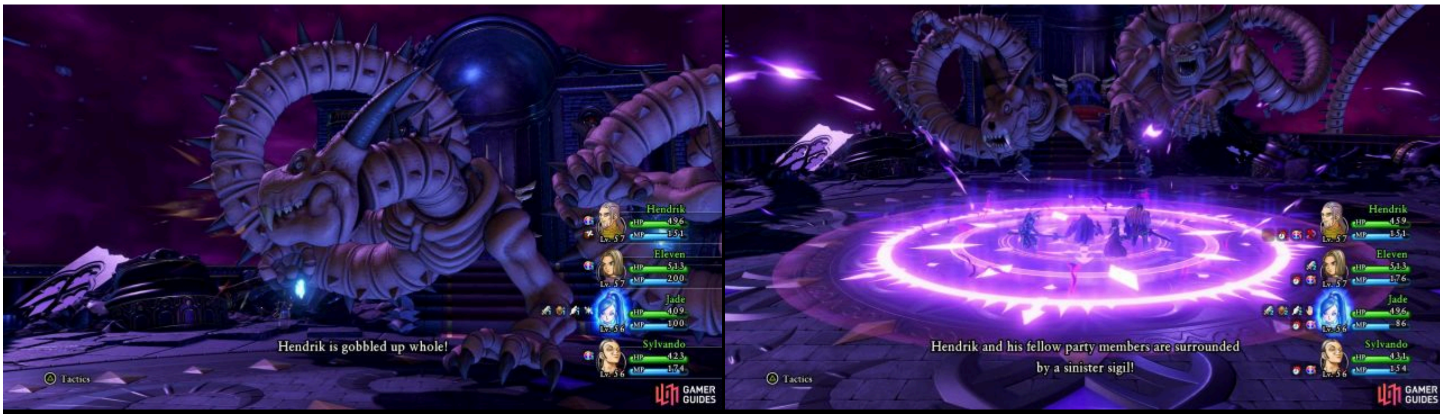
You begin fighting only Mordragon's Tail until you deal around 1600 HP, take this time to buff up and prepare yourself. Mordragon's Tail will use regular attacks for around 250 HP, heavy hitting magic spells and also Disruptive Wave to remove your buffs. A few Sword Dances and Multifeets should put it down quickly, at which point your target shifts to the Mordragon. Mordragon, like Mordragon's Tail before him, will use Disruptive Wave to remove buffs along with using Kaboom for over 170 HP. Mordragon's Tail can also attack from the distance with Kafrizz for around 120 HP to a single target.


All magical effects affecting Eleven and his fellow party members are neutralised!

The Lord of Shadows casts Kaboom!

Each head will use Disruptive Wave when it retreats (left), use Magic Barrier to help with the magic spells. (right)

When the two of them attack together is when the battle really begins. At this point, you must make Mordragon's Tail your main focus, if you defeat Mordragon first then Mordragon's Tail will use Kazing to bring him back to life. Mordragon's Tail can trap a character in its mouth, putting them out of action for a round before returning them with Toxic. Both of them at this point will begin using magic spells such as Kazam and Kafrizz, along with a flame breath from Mordragon's Tail. Kaboom continues to be a nuisance and when the two of them Pep Up, be sure to be fully healed along with Magic Barrier, the Magic Burst that potentially follows is extremely deadly and can wipe out the party if not fully prepared. Alternatively, they may opt to use Almighty Black Mark instead and while a lethal trap is left in place, is preferable to Magic Burst.


Hendrik is gobbled up whole!

Hendrik and his fellow party members are surrounded by a sinister sigil!

Mordragon can eat a character to put them out of action for a few turns (left), ALmighty Black Mark is preferable to the deadly Magic Burst. (right)

If you've learnt Cleansing Mind with Rab then be sure to use it remove the threat of the Pep Power. Mordragon's Tail has the ability to drastically reduce your spell resistance, make sure you remove this with Magic Barrier as quickly as possible. As for attacking, your usual strategy of the Hero using Sword Dance with Oomphle is a sound one. Jade should be able to use Re-Vamp at least once before Multifeet, if this Critical Hits multiple times then you'll be doing upwards of 800 damage. Sylvando is useful for this final phase, Hustle Dance is as useful as ever, Oomphle is always handy and Gold Rush is a good group based attack to hit the pair of them. Remember that you have eight party members at your disposal, if one looks to be short on MP or near death, replace them with a healthier one to lay on more hurt.

Watch the scenes that follow as Mordegon is defeated and the Fortress of Fear collapses to the ground. In its wake, the World Tree recovers and returns to Erdrea. Enjoy the scenes that follow as the credits roll and you'll get the opportunity to save your game.

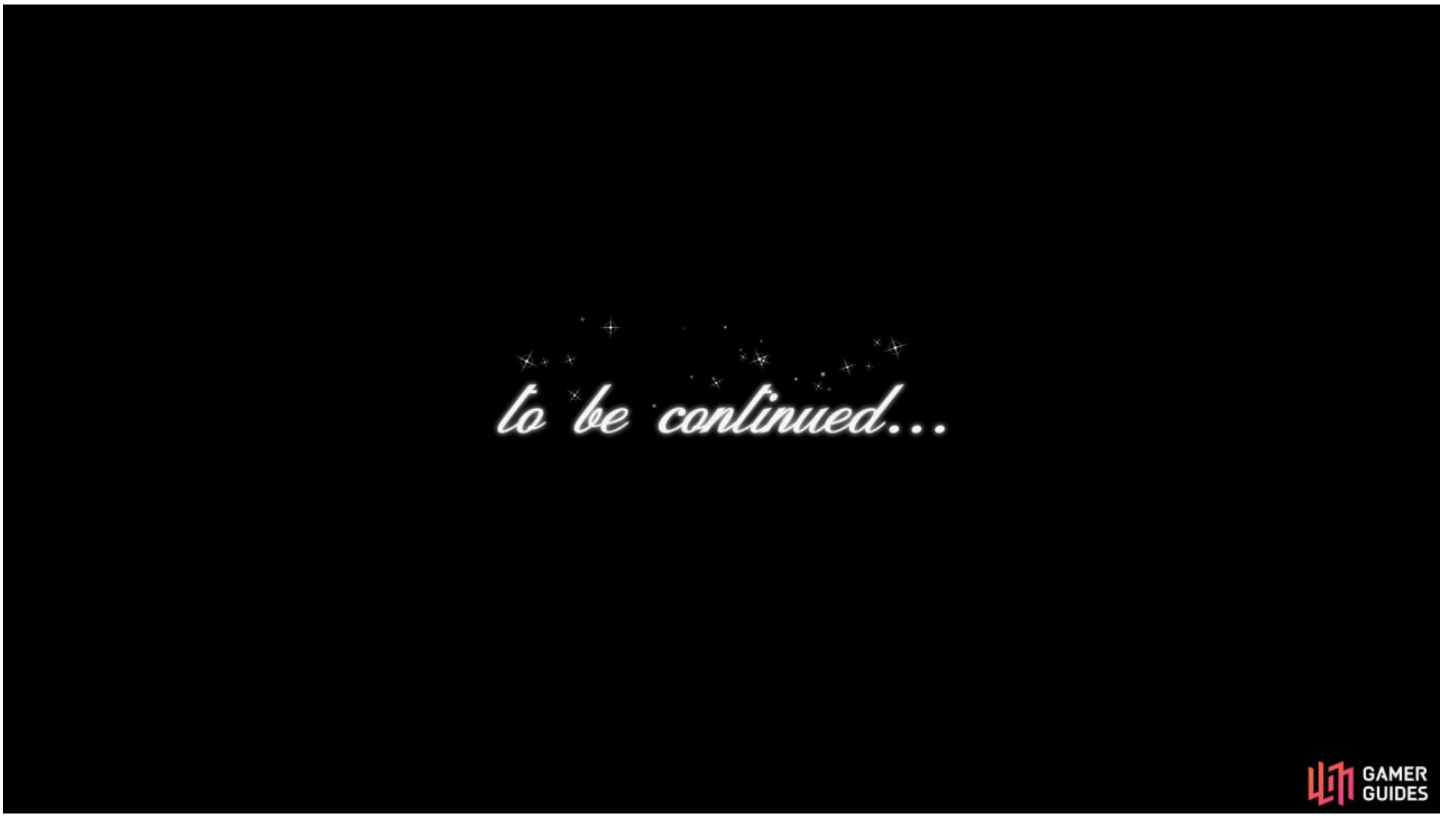
Saviour of All Erdrea

Awarded for defeating the Lord of Shadows and restoring the World Tree to its rightful place in the sky.

G 10

What Now?

Your journey is not over yet, when you load your game you'll be able to enter the post game which serves as third and final act of the story. If you want to see Dragon Quest XI through to it's end, you're not done yet.


to be continued...
GAMER GUIDES

In Search of Lost Time

GAMER GUIDES

Note

To access Act III and the post game, you'll need to defeat Mordegon in the Fortress of Fear and make a clear save. Load your clear save from the menu to continue the adventure.

The party returns to Arboria following their success to pay tributes to their fallen friend, Veronica. Enjoy the following party and when you're ready, attempt to leave Arboria. Erik will stop you and give you a hot scoop on where adventure may wait.

Open your map to discover a number of places with events, these are all option but offer scenes you won't want to miss. You can view them in any order you like but when you're ready to push the plot forward, Zoom to the Camp in Dundrasil.

Warning

This is your only time to see these events, although you receive nothing for them, it's still satisfying to see the results of your work.

Dundrasil Region

Make your way through the northern pass and head east to reach the Octagonia area. Head south from here to find some Mysterious Ruins, the ones that Erik suggested back in Arboria. Make your way into the center of the ruins to find a strange painting as Rab reveals the contents of a book he's been reading from the Watchers. The sticking point from it however is the extract which suggests there may be a way to bring back a loved one from death, one you've just happened to have lost yourself.

Head up the ramp when you regain control to and loot the Sparkly Spot containing an **Ethereal Stone** before continuing your search to the west where you'll find the missing **Wheel of Time**. Call on Cetacea and fly to the only place you've yet to land, a tower to the north of Yggdrasil.

The Tower of Lost Time

The Tower of Lost Time
GAMER GUIDES

Items	Area
Good Godly Gear	The Lost Land, chest
Agate of Evolution	The Tower of Lost Time, south, chest
A Hero's Book of Basic Weapons	The Tower of Lost Time, before final cog, chest

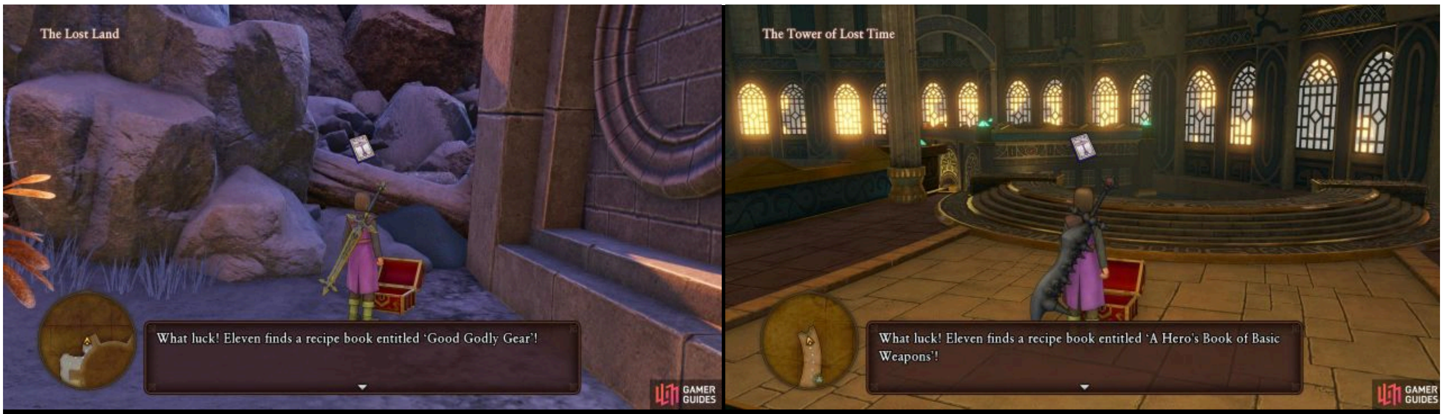
Sparkly Spots	Area
Technicolour Dreamcloth	The Lost Land
Colourful Cocoon x2, Glimmergrass	The Lost Land, Flower gathering point
Chronocrystal	The Tower of Lost Time

Follow the path north, looting the Sparkly Spot along the way containing a **Technicolour Dreamcloth** and search to the east to find a Flower gathering point containing a **Glimmergrass** and two **Colourful Cocoons**. Head around the back of the tower to the northwest to find a chest containing a Recipe Book, **Good Godly Gear**. Return to the entrance of the tower and head over to the door, using the Wheel of Time to gain access.

Note

If you've not already realised, you obtained the Sword of Shadows at the end of Act II, this is a very good Greatsword for the Hero.

Follow the path up using the first cog and then head south to find a Sparkly Spot containing a **Chronocrystal**. Continue to follow the path south, taking the next two cogs, to reach a chest containing an **Agate of Evolution**. Return to where the path split and take the northern cog this time, heading south to another chest containing a Recipe Book, **A Hero's Book of Basic Weapons**. This book will allow you to forge the evolution weapons to their next stage such as the Poker, Stardust Sword and the Bad Axe. Follow the path north to the top to reach the Altar of Ages.



What luck! Eleven finds a recipe book entitled 'Good Godly Gear'!

What luck! Eleven finds a recipe book entitled 'A Hero's Book of Basic Weapons'!

Search around the back of the tower to find this hidden chest (left), this Recipe Book will allow you to upgrade your Evolution weapons. (right)

Head forward and speak to the large spirit in front of you to learn that in order to bring Veronica back, you must turn back time itself, back to the day that Yggdrasil fell. You also learn that only the Luminary has this ability and in order to travel there, must leave his friends behind in your current timeline. You'll have to decide if your willing to accept the terms.

Note

Agreeing to turn back time will result in you losing access to your party in their present state and the state of the world. Don't fear this change however, the possibility of a better world looms.

Step forward and your companions will attempt to stop you, speak to all of them to hear their thoughts and then speak to Erik to agree to turn back time. You learn that your items and the Hero's present state will survive the trip, with that in mind, step foward and shatter the Time Sphere.

A Momentous Decision

Awarded for making a difficult decision at the end of an already long and arduous quest.

G 10

Arboria

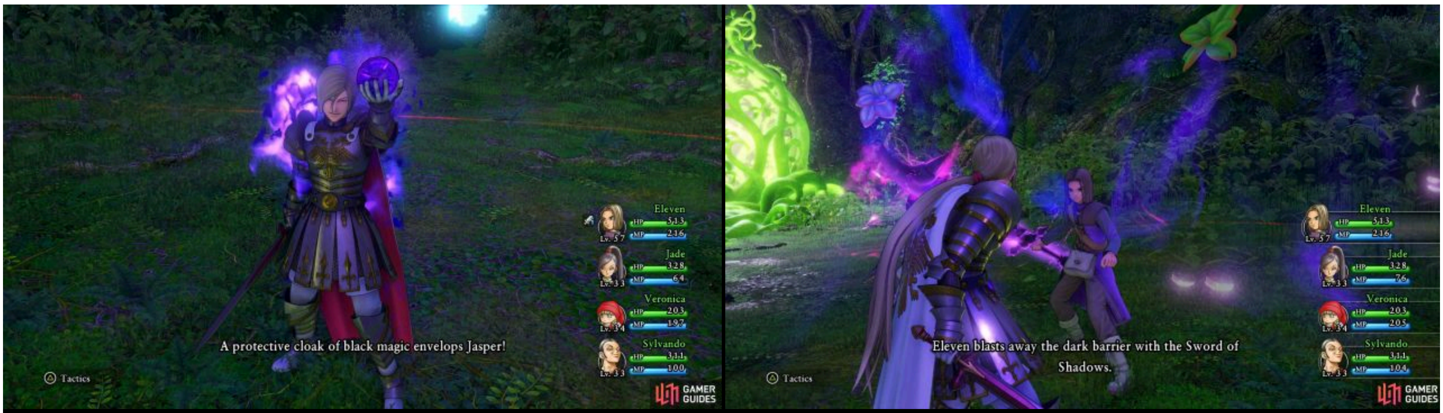
You'll find yourself back in the Arborian Highlands with the Sword of Shadows having survived the trip. Head up the stairs and make your way into the Cathedral to find Veronica praying to her ancestor, Serenica. The rest of your companions enter, remarking that you went missing for a short while.

Take a look at your party, you'll see that they've reverted to the state they were in the first time you made your journey to the First Forest. Don't panic, following the main plot for a little will restore their levels to you. Do however, equip them with the gear they were using when you finished Act II.

The First Forest and Yggdrasil

Make your way back through the Arborian Highlands, looting the chest to the north containing a **Mini Medal** along the way. The First Forest is unchanged and there's no need to waste your time fighting battles to increase your level. Instead, follow the path to the altar at the top and use the Orbs to gain access to Yggdrasil again (don't forget the **Mini Medal** behind the altar).

Be sure to loot the **Yggdrasil Dew** and **Superior Medicine** on your way to the heart of Yggdrasil. As Jasper attempts to ambush the party once again, the Hero has other plans, this time things will be different.



A protective cloak of black magic envelops Jasper!

Eleven blasts away the dark barrier with the Sword of Shadows.

If Jasper uses the Orb to cloak himself (left), you'll need to dispel it by attacking with the Hero. (right)

This time you can win the battle against Jasper although with your current equipment and Level of the Hero, it's hardly a fair fight. Have the Hero use Sword Dance, this should be hitting for at least 550 HP and Jasper only has around 2055 HP. Make sure Sylvando keeps your HP up and any other party member can chip in with damage. If Jasper uses his Cloak from the Orb then you'll need to attack with the Hero to pierce it before the others can deal damage to him.

The following events take a different direction than the previous time you were here at Yggdrasil. With Jasper defeated, the King of Heliodor wishes to thank the party and invites them back to the Castle to celebrate.

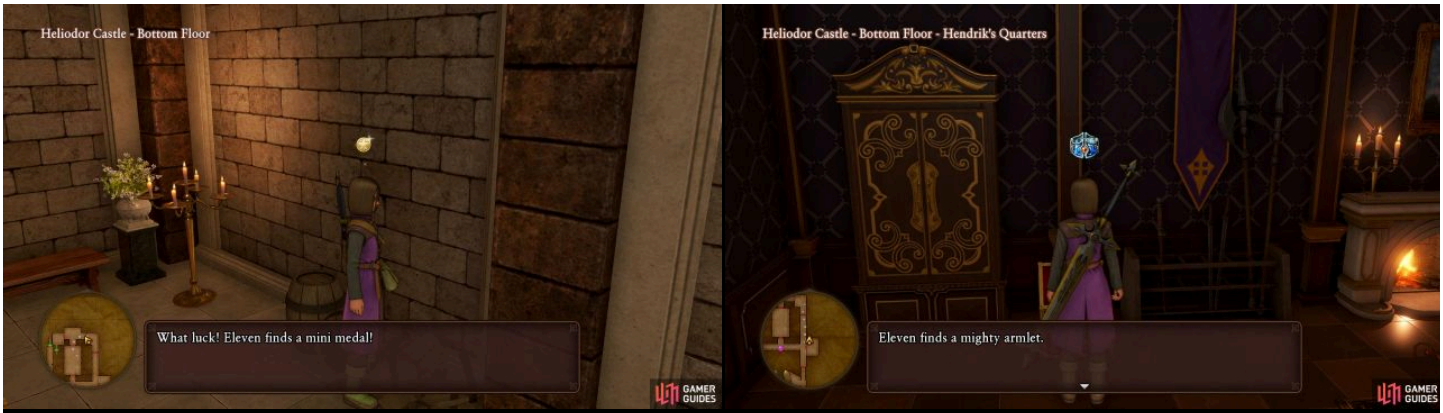
Note

If you're using Greatswords, be sure to equip your strongest one now that the Sword of Shadows has been destroyed.

Heliodor Castle

Items	Area
Seed of Defense	Bottom Floor, kitchen side room, barrel
Mini Medal	Bottom Floor, kitchen side room, barrel
Mighty Armlet	Bottom Floor, Hendrick's Quarters, chest
Boxer Shorts	Bottom Floor, Hendrick's Quarters, wardrobe

You can't go off exploring just yet so for now, head up the stairs and enter the Throne Room. You'll be reunited with the people from Cobblestone and the festivities will begin. When you regain control, exit through the northern door and through the eastern door to find some barrels to smash containing a **Seed of Defense** and a **Mini Medal**.


Heliodor Castle - Bottom Floor
Heliodor Castle - Bottom Floor - Hendrik's Quarters
GAMER GUIDES
GAMER GUIDES

What luck! Eleven finds a mini medal!

Eleven finds a mighty armlet.

Be sure to loot a Mini Medal in the side room from the Kitchen (left), while you'll find a Mighty Armlet in Hendrick's room. (right)

Head down the eastern corridor and search the first room you come to, there's a chest here containing a **Mighty Armlet** along with a wardrobe containing a pair of **Boxer Shorts**. Make your way up to the Middle Floor and head to the Guest Chambers to rest up. The King returns to your chambers to attempt to steal the Sword of Light once more as another black Spirit prevents him again. Be sure to use the Priest nearby to save your game and then head into the Throne Room to unmask Mordegon once more.

Boss: Mordegon

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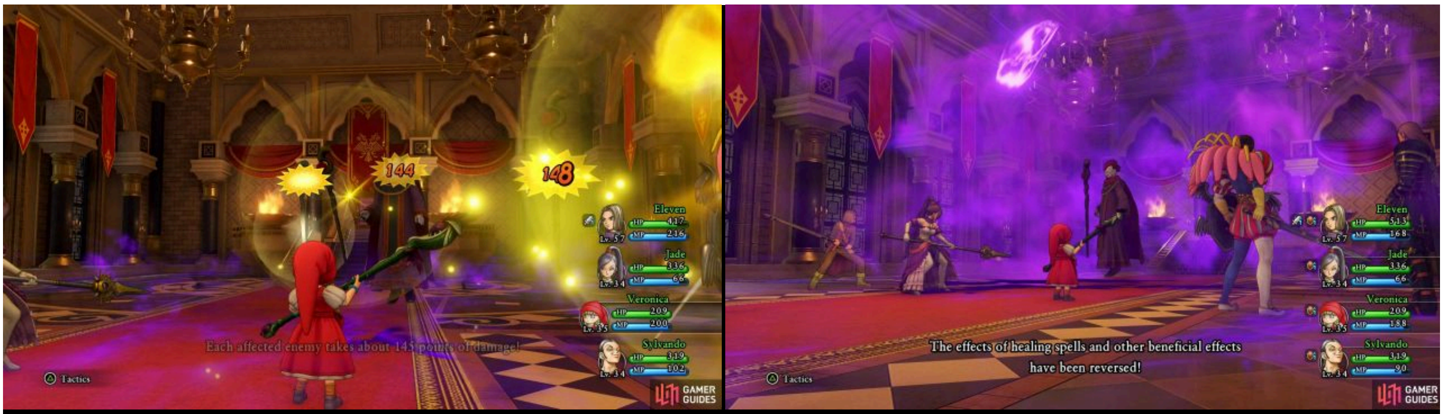
You'll be fighting Mordegon in his original form this time and he has some new tricks up his sleeves. To begin with, he will summon Staves to attack you, ignore these unless you're using abilities that hit all enemies, Mordegon only has 2500 HP. He'll use spells such as Kazam and Zammle to deal heavy dark damage along with regular attacks. His most interesting ability however is Purple Mist, this will reverse the effects of healing spells and other beneficial effects so make sure you don't use any healing spells until it disappears.


Each affected enemy takes about 145 points of damage!

The effects of healing spells and other beneficial effects have been reversed!

Boom is useful to hit all of the enemies for large damage (left), stop healing while Purple Mist is active. (right)

Hendrick joins as a guest for this battle and will occasionally use Kabuff and other useful support skills. The Hero will be your main source of damage, have Sylvando or Veronica Oomph him and then use Sword Dance or Unbridled Blade. Veronica is also useful for Boom when the Staves are out as is Jade for Multithurst if you have it unlocked.

Mordegon is vanquished at long last however he leaves a cryptic message behind before his death, that you may not be the only one to meddle with time.

The Final Fight

Awarded for fulfilling your destiny at last.

G 10

The next morning, make your way back to the Throne Room and speak to the King. As you enjoy your victory, a guard rushes in, screaming about Erdwin's Lantern. Make your way up to the Top Floor and out to the balcony to witness some major events. Hendrick will rejoin the party at this point and you'll have a new task on your hands. Save your game and exit the castle to begin your journey back to the Emerald Coast.

Trivia

The new overworld music that plays during Act III is from Dragon Quest III.

As you travel through the Heliodor Region to reach the Emerald Coast you may have noticed that many monsters now have green eyes. The previous Vicious monsters have now been replaced with even more deadly Malicious variants. Likewise, killing any Malicious monster will unlock its regular and Vicious variants in the Bestiary.

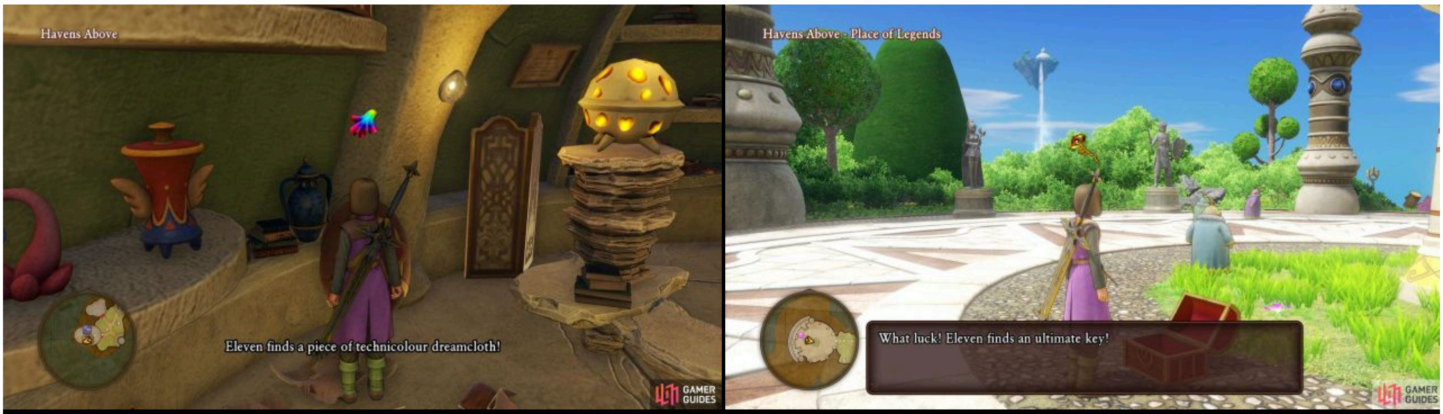
As the party looks on at the ominous presence in the sky, the Seer appears before them once again and leaves a cryptic clue. Veronica hands over the Calamus Flute which allows you to summon Cetacea once more to fly into the skies. Fow now, fly back to the floating island in the northeast and land.

Havens Above

Items	Area
Technicolour Dreamcloth	Inn, pot
Saint's Ashes	Southeast island, barrel
Sainted Soma	Outside Item shop, pot
100G	Item shop, pot
Perfect Panacea	House west of Church, barrel
Ultimate Key	Place of Legends, chest

Havens Above looks completely different in this timeline now that Mordegon never destroyed it. Head west around the outer ring and take the platform over to where the Inn is located, you'll find a pot inside containing a **Technicolour Dreamcloth**. Take the eastern platform on outer ring now to reach the southeast island. Head inside the house here to find some barrels containing a **Saint's Ashes** and then take the northern platform.

Search behind the bush to your east to find a pot containing a **Sainted Soma** and then head into the Item shop to find a pot containing **100G**. The shop here offers an assortment of useful equipment and materials but hold off on them for now unless you really need them, you'll be obtaining a lot of Recipe Books shortly.



Eleven finds a piece of technicolour dreamcloth!

What luck! Eleven finds an ultimate key!

You'll find many items in the pots and barrels around Havens Above (left), you'll find the Ultimate Key at last in the only chest here. (right)

Take the northern platform once more and head to the house west of the Church to find a barrel containing a **Perfect Panacea**. Follow the path west to reach the Place of Legends and speak to the Elder. Following the story of Calasmos and the Heroes of old, the Elder suggests viewing the Seedlings in the Temple of Dawn. Before you head there, loot the nearby chest to obtain the **Ultimate Key** which will finally let you open up all those locked doors you've seen throughout your journey.

Definitive Edition

You will find two extra chests beside the one with the Ultimate Key in the Definitive Edition. These contain the **Little Devil's Dress** and the **Little Angel's Frock**, two armours/costumes for Serena and Veronica, respectively.

Make your way to the Temple of Dawn and obtain the **Guiding Light** once more. The Elder will return and unlock your companions abilities, restoring their Levels to their previous state at the end of Act II along with all your Zoom destinations. The Hero will learn the Splitter series of abilities for Swords at this point and now is a good idea to take a look at your Character Builders again.

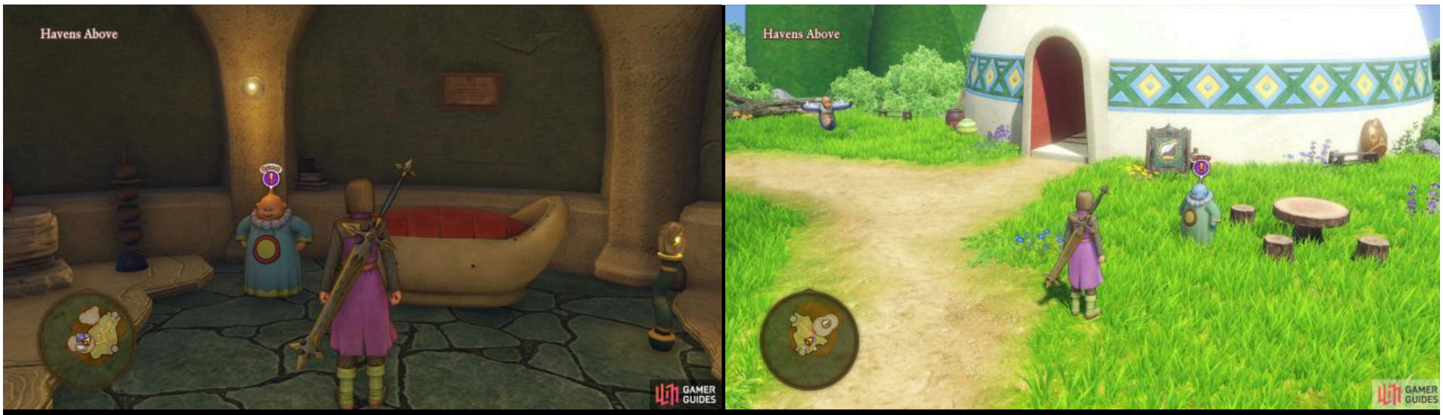
With the Hero, you should have unlocked Pep Up and Sword Dance by now and be working along to unlock Gigagash in the Swordsmastery tree. Erik should still be working on reaching the Dually Deadly passive found at the bottom of his Character Builder between Swords and Knives. Veronica should be heading towards the Mystery Panels in the Vim tree to unlock Kaboomle, Kafrizzle and Enchanting Echo. For Serena, work on unlocking Wand panels to unlock Grace of the Goddess and Divine Restitution.

Note

Now that Veronica is alive and you're in a new timeline, Serena is back to being a Priest and will lose everything she gained from Veronica.

Sylvando should learn That's Amore, Pink Pirouette and Gold Rush before you save the rest of his remaining points for now. Relearn the important skills for Jade such as Lightning Thrust and Multifeet before working your way down to Crushed Ice. Ignore Lightning Storm and begin working your way through the Allure tree towards Pink Typhoon. Take Rab through the Enlightenment tree to the left and unlock Clear Your Mind followed by Kacrackle. Finally, Hendrick should stick with Axes a little longer (he'll be switching to Swords when you obtain a certain one) and relearn the important Shield skills. You'll want to pick up all of the Axe skills and then save any left over points.

Leave the Temple of Dawn and you'll discover that two quests have become available here. Head to the southwest island first and speak to the Watcher there, agree to assist him to begin **Quest 48 - Wisdom of the Warrior King**. You'll need to find four hidden tomes across Erdrea and in return, the Watcher will power up Hendrick's Blind Man's Biff ability.



You'll find a quest related to Hendrick in the southwest (left), while a Serena related quest can be found to the northeast. (right)

Make your way to the northeast island now and speak to the Watcher just outside the Item shop, agree to assist him to begin **Quest 49 - The Holiest of Harps**. You'll need to defeat a difficult beast to obtain the required item however doing so will permanently increase Serena's Magical Mending stat.

With that all said and done, your journey becomes completely open ended at this point. You have an objective but across all of Erdrea you will now find events with difficult bosses and great rewards, all of which will prepare you for the final battle. To begin with, it's time to open the Ultimate Key doors and loot them for their goodies.

A Tour of Erdrea

At this point in the game, you're free to tackle the content in any order that you wish. Some are more difficult than others while there are some with great rewards that you may wish to obtain sooner. You'll want to begin this stage of the game around Level 57 as a minimum and work on increasing your level as you progress through the events.

You also have the option of leveling your party to 99 at this point, a task which can be achieved in around three to five hours depending on the resources available to you and the skills you've learnt. Do note however that this will completely trivialize the post game and any challenges. To begin your globetrotting adventure, Zoom to Cobblestone.

Note

This walkthrough will not spend time levelling to 99 until towards the end of Act III where the method will be discussed.

Cobblestone

Cobblestone lies in ruins after Jasper's attack, in this timeline there was never no need for the Last Bastion. Head to your home and speak to Gemma to learn that the villagers are rebuilding Cobblestone and she wants you to head out to find some people to help. This is a large Quest that will span the entirety of Act III but rest assured, the rewards are well worth it.

Before you depart from Cobblestone, head south and head into Cobblestone Tor. Head through the caverns until you reach the area where Cole was at the start of your adventure. You'll find Derk here in trouble, prepare yourself and come to his rescue.

Boss: Malicious Hades Condor

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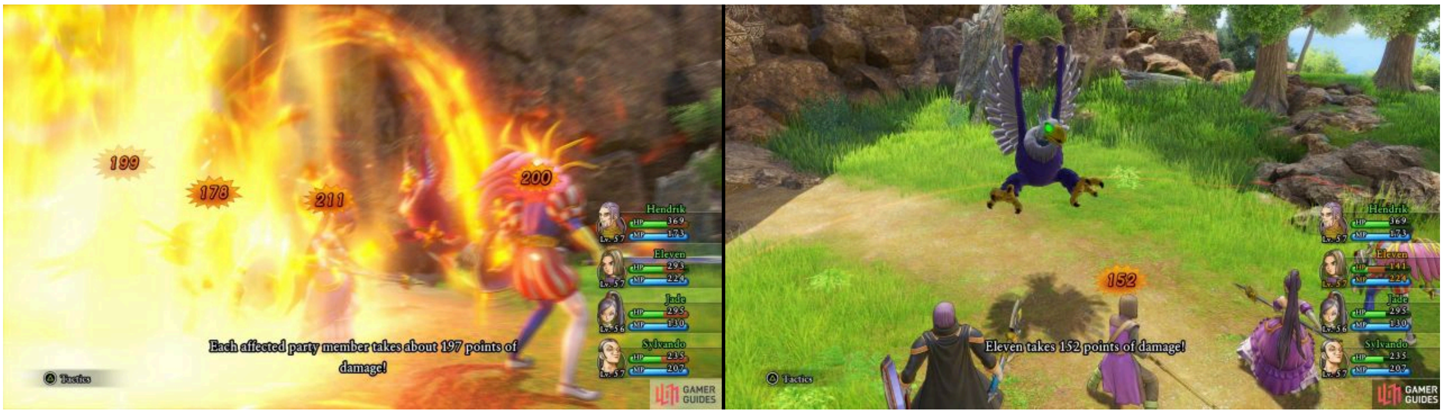
Don't underestimate the threat you face here, the Malicious Hades Condor is no slouch. Its most deadly attack is Kasizzle, a group based fire spell that will hit the party for over 200 HP. His regular attacks will also hit hard for over 150 HP so keep yourself healed at all times, with it's high agility you'll find it acting first in most combat rounds. The Hades Condor has around 4500 HP so you'll have to make sure you can survive its attacks first and foremost.


Each affected party member takes about 197 points of damage!

Eleven takes 152 points of damage!

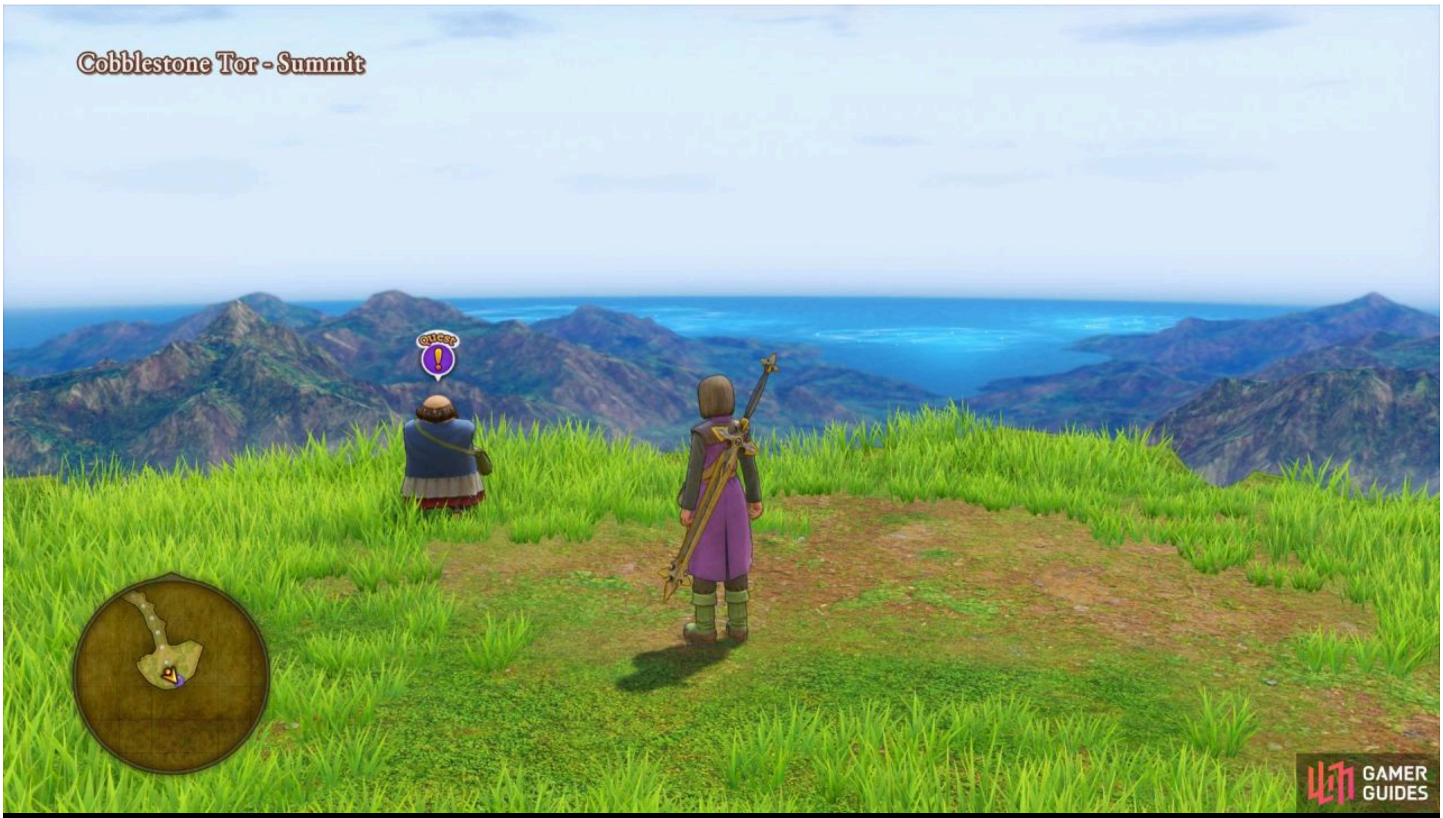
Limit Kasizzle's devastating damage with Magic Barrier (left), its regular attacks hit hard too. (right)

Hendrick is useful in this battle, be sure to cast Magic Barrier to help limit the damage from Kasizzle and then help out with Sage's Stone healing if need be. Sword Dance should be your go to attack for the Hero at this point and Jade is useful for Re-Vamp Multifeet too. Your healer shouldn't matter too much but note that Serena is starting to come into her own now as the best healer in the game.

For saving him, Derk hands over a **Spectralite** and then will agree to help Cobblestone in it's rebuilding process. Before leaving the Tor, make the climb all the way to the top of the mountain. You'll find a man on the edge of the cliff overlooking Cobblestone, speak to him and agree to assist him to begin **Quest 50 - Mista Vista**. You'll have to head to one of the Insula Isles to find this spot, somehwere you'll be heading shortly.

Important

In the Definitive Edition, Quest 50 is started in a different location and has a different objective, too. So, there's no reason to go up to the top of Cobblestone Tor.



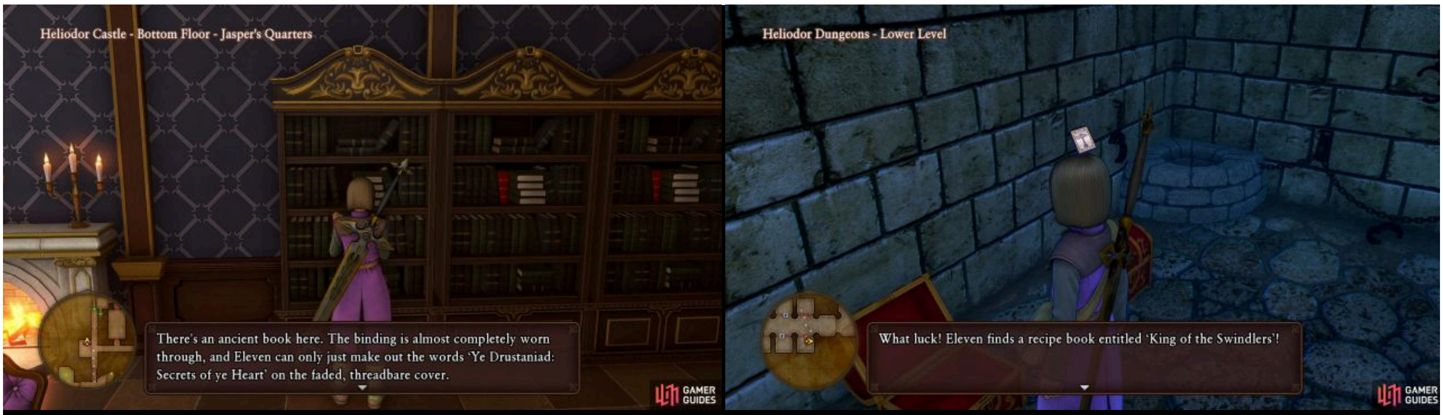
You'll find a Quest giver at the top of the mountain.

Unlocking the Ultimate Key Doors

Next on your list should be opening some of the many Ultimate Key doors that don't involve heading to areas with tough quests. During your trip to unlock these doors, take the time to fight some battles along the way to increase your level.

Heliodor Castle

First on your list should be to return to Heliodor Castle and before you head off to find the door, speak to the King in the Throne Room. Attempt to leave the Throne Room after updating him on the situation and he will ask to speak to Jade. Following the event, you'll obtain the **Golden Tiara** which will offer 50% resistance to many status ailments. Head into Jasper's Room next and search the bookshelves to find the first Tome from **Quest 48**.


Heliodor Castle - Bottom Floor - Jasper's Quarters
Heliodor Dungeons - Lower Level

There's an ancient book here. The binding is almost completely worn through, and Eleven can only just make out the words 'Ye Drustaniad: Secrets of ye Heart' on the faded, threadbare cover.

What luck! Eleven finds a recipe book entitled 'King of the Swindlers'!

You'll find the first Tome of Quest 48 in Jasper's Quarters (left), there's a Recipe Book in the Ultimate Key door. (right)

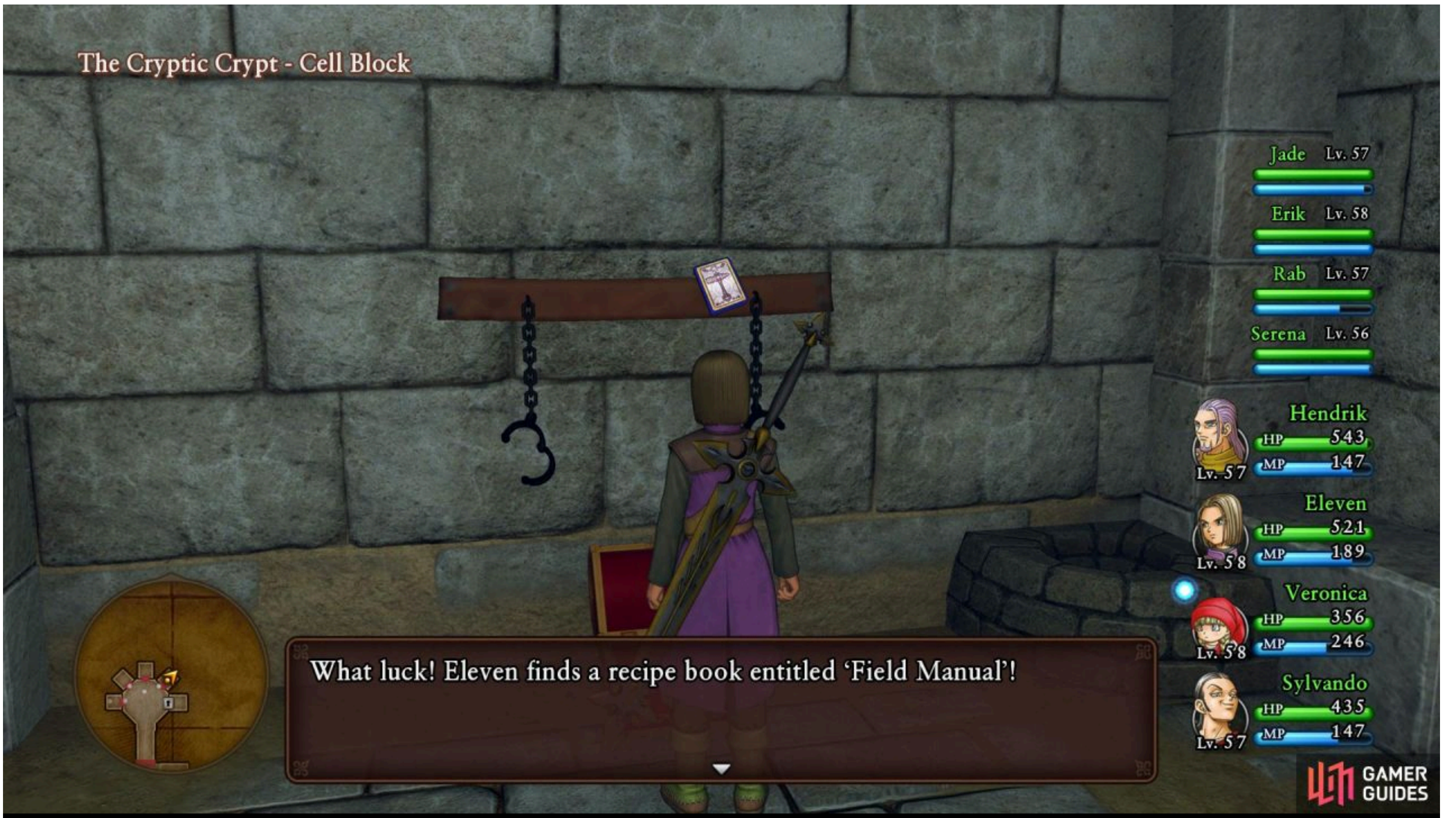
Make your way into the Dungeons now and head into the Lower Level, there will be four cells you can unlock with the Ultimate Key and from them you'll find a Recipe Book, **King of the Swindlers** and a **Skull Helm**.

The Cryptic Crypt

Zoom over to the Hotto Steppe Camp and access the forge, you should be able to upgrade some of the Evolution weapons that you're currently using such as Bad Axe and Stardust Sword. Head into the Cryptic Crypt now and follow it all the way to the room where you found Noah, at the very end. You'll find four cells to unlock here and inside you'll find chests containing a **Metal King Jacket**, **Seed of Skill** from a Malicious Pandora's Box and a Recipe Book, **Field Manual**.

Tickington

In one of the cells will be a Tockle that gives you the pastword to **Whealbrook**. It's a good idea to do this one as soon as possible, as it allows you to purchase some more costumes, which also happen to be good pieces of armors.



What luck! Eleven finds a recipe book entitled 'Field Manual'!

The Cryptic Crypt - Cell Block
Jade Lv. 57
Erik Lv. 58
Rab Lv. 57
Serena Lv. 56
Hendrik HP 543 MP 147 Lv. 57
Eleven HP 521 MP 189 Lv. 58
Veronica HP 356 MP 246 Lv. 58
Sylvando HP 435 MP 147 Lv. 57
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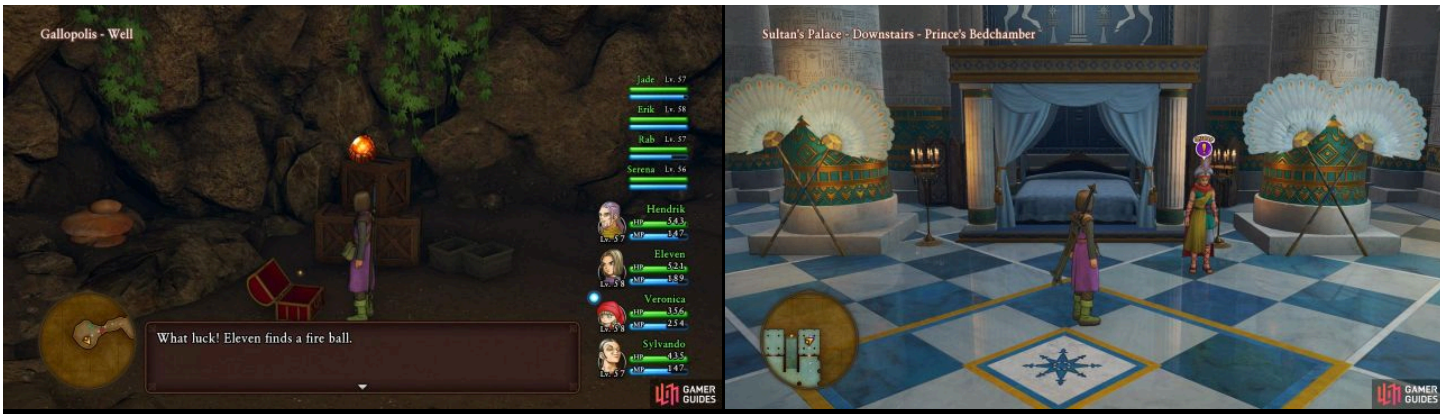
This Recipe Book will contain a new costume for Hendrick.

Gallopolis

Only a quick stop here in Gallopolis, climb down the well and head to the Ultimate Key door at the end, you'll find a chest containing a **Fire Ball**. Before leaving Gallopolis however, make your way to the Palace and head to the Prince's Bedchamber to find Faris looking for some help. Agree to assist him to begin **Quest 51 - Perfectly Pepped Paladins** where you'll need to head to one of the Whale Way Stations to find the branch.



What luck! Eleven finds a fire ball.

You'll find this chest in the well (left), while Prince Faris has a new quest for you. (right)

Gondolia

You can kill two birds with one stone here in Gondolia as you'll be able to tackle the event while you're here. As you'll notice, Gondolia is under attack from monsters and you'll need to defeat every single one of them to liberate the city. This shouldn't pose too much of a threat to you and you'll have no boss to deal with at the end of it.

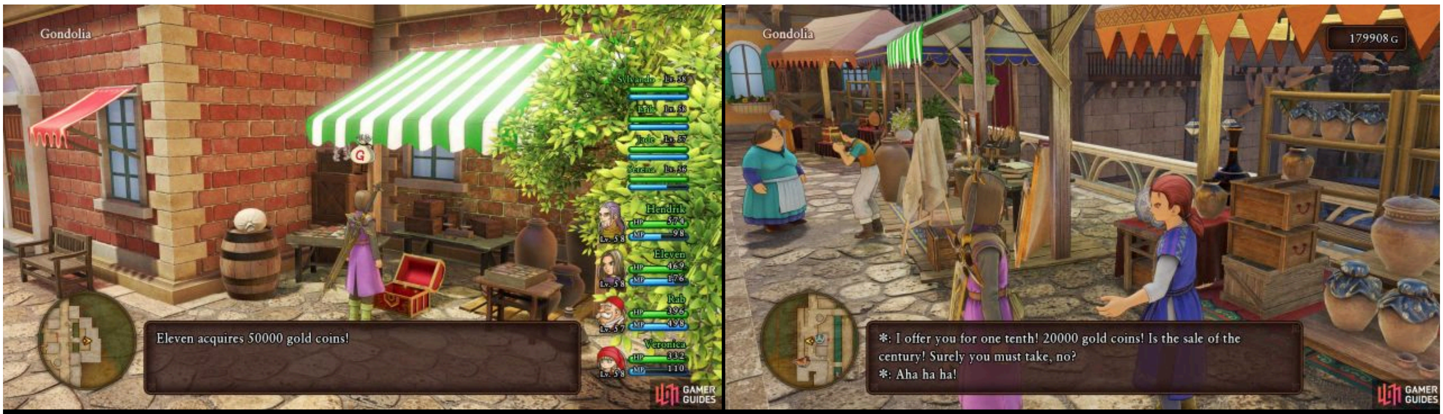
Note

If you decide to leave Gondolia before all the monsters are defeated then you'll have to start from the beginning again.

Following the liberation, you'll obtain a **Thunderstorm Sword** from Doge Rotando. Leave the house and open the Ultimate Key door where you'll find two chests containing an **Agate of Evolution** and **50000G**. Smash the pots on your way out of this area to find a **Mini Medal** and **Pretty Betsy**.

Tickington

There is also a Tockle in this area behind the Ultimate Key door, which can be a little hard to see. It’s on the bench and will give you the pastword to the Tenton area.



Eleven acquires 50000 gold coins!

*: I offer you for one tenth! 20000 gold coins! Is the sale of the century! Surely you must take, no?
*: Aha ha ha!

You’ll find 50000G among the spoils behind the Ultimate Key door (left), put this to good use with the merchant brothers and buy the Divine Bustier. (right)

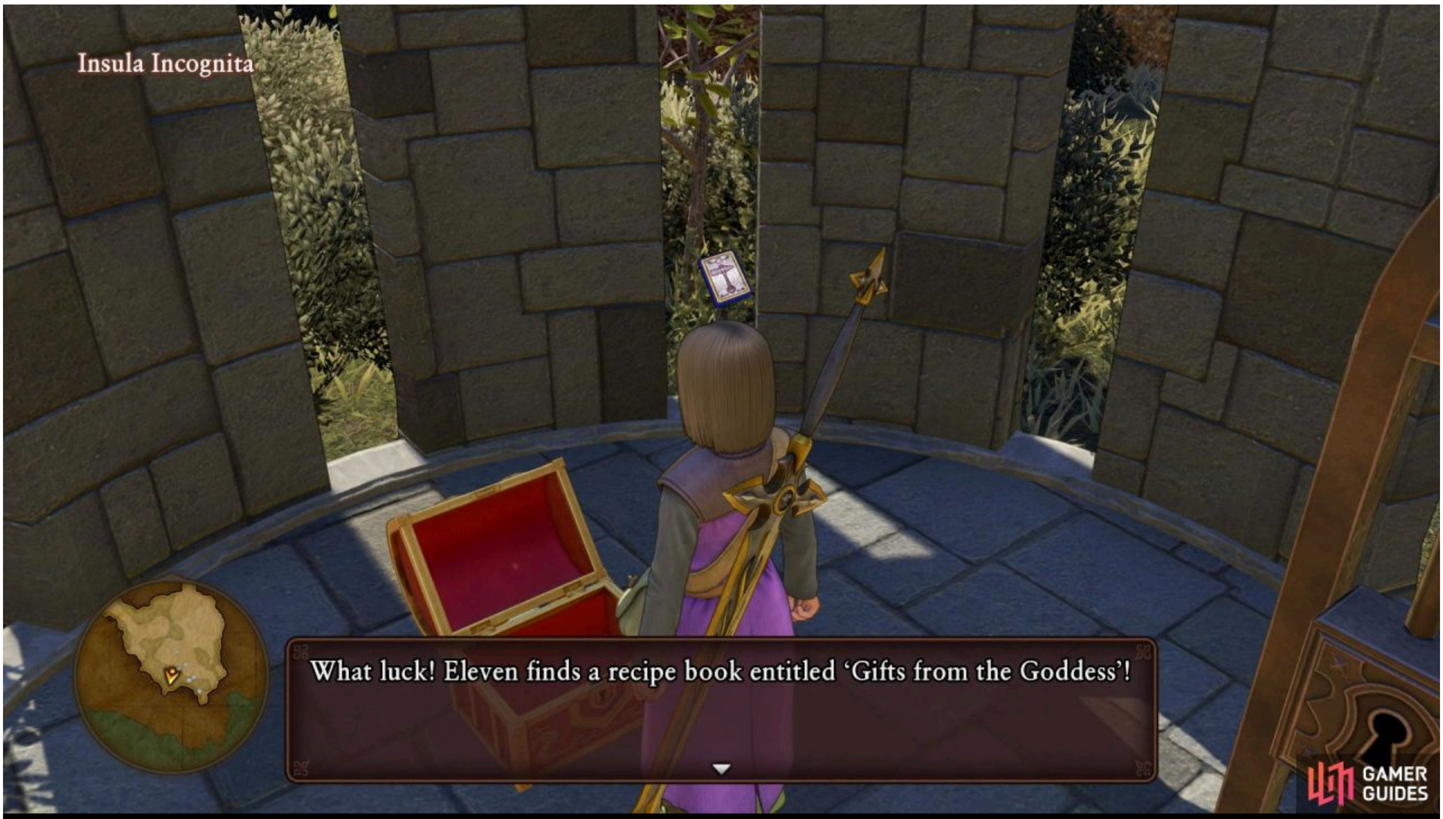
Head towards the entrance of town to find Noah who upon speaking to him, will head over to help with the rebuilding of Cobblestone. Finally, before leaving Gondolia, head over to the merchant brothers one final time to begin haggling. You’ll be able to get them down to as low as 20000G, do so and purchase the **Divine Bustier** for Jade.

Insula Occidentalis

Zoom to The Strand to access the Outer Sea and sail north to Insula Occidentalis. Head to the north of the island to find the Ultimate Key door and unlock it to find a chest containing a suit of **Metal King Armour**.

Insula Incognita

Zoom back to The Strand and sail south this time to dock at Insula Incognita. Make your way to the southeast of the island to find the Ultimate Key door, inside you'll find a chest containing a Recipe Book, **Gifts from the Goddess**.



What luck! Eleven finds a recipe book entitled 'Gifts from the Goddess'!

You'll find a new costume for Serena in this Recipe Book.

Insula Orientalis

Zoom to Lonalulu (Sea) and begin sailing north to dock at Insula Orientalis. Make your way to the Ultimate Key door and open it to find a chest containing a Recipe Book, **Circles of Life**.

Insula Centralis

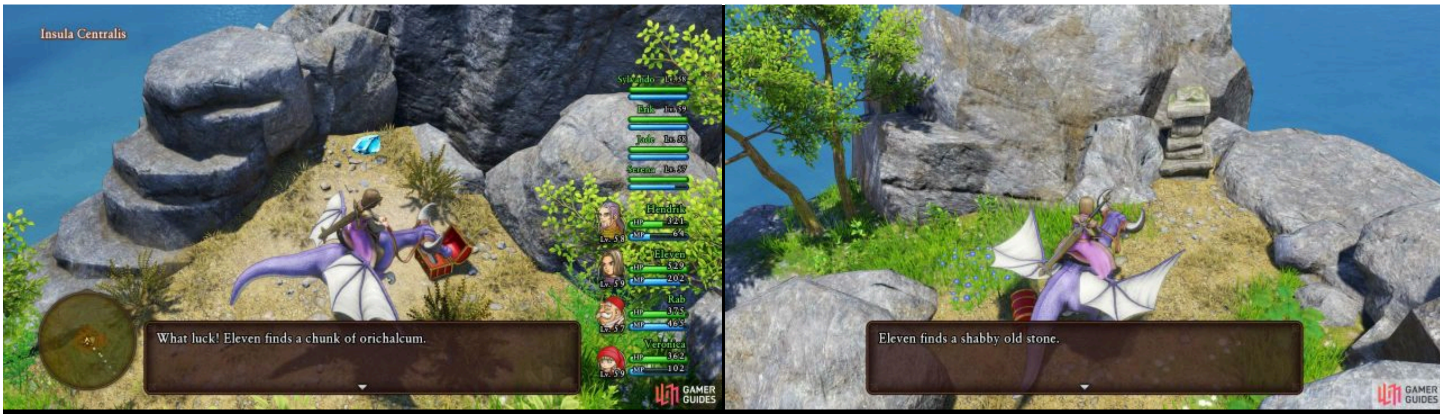
Return to your ship from Orientalis, continue northwest to a Vortex of Light and use it to access Insula Centralis. You'll find that there are now Malicious Dragooners situated here, defeat one and mount it to gain access to the skies. Fly over to the northwest island to begin with to find a chest containing some **Orichalcum** before flying off to the next small island to the east where you'll find another chest, this one containing three **Sainted Somas**.

Note

Another addition to the Definitive Edition is the ability to use the **Labradrake** as a mount, but only if you have the Wolf Dragon Armour equipped. This piece of armour is available in Hotto after finishing the events there in the second part of the game.

Note

In the Definitive Edition, the Orichalcum above is replaced with another item, the **Assassin's Attire**. This is armor for Erik, and also doubles as a costume for him, so if you're going for all achievements/trophies, make sure you pick it up.



What luck! Eleven finds a chunk of orichalcum.

Eleven finds a shabby old stone.

You'll the elusive Orichalcum among the many items here (left), you'll also find the spot for the Mista Vista quest. (right)

The island south of this one has a Sparkly Spot containing a **Colourful Cocoon** while the island to the east of this has a Tree gathering point containing a **Wyrmwood** and two **Cumulonimboughs**. Fly over to the small islands to the south now to find a chest on the eastern one containing three **Agates of Evolution** along with the location for **Quest 50**. Loot the final Sparkly Spot to the west of this chest to find a **Technicolour Dreamcloth** and then return to Cobblestone Tor to complete the quest and obtain a **Fantastick**. Before leaving Cobblestone, head to where the Church is to find Noah who will hand over **Noah's Archive**, an item that will tell you how many treasures remain in your current area.

Note

Remember that in the Definitive Edition, Quest 50 starts in a different location and item you're meant to retrieve is also not in the location pointed out above.

Note

The Fantastick is a great Wand for Serena when upgraded to +3. With it equipped it will allow her to start the battle with the Snap, Crackle, Poof effect.

The Manglegrove - Whale Way Station

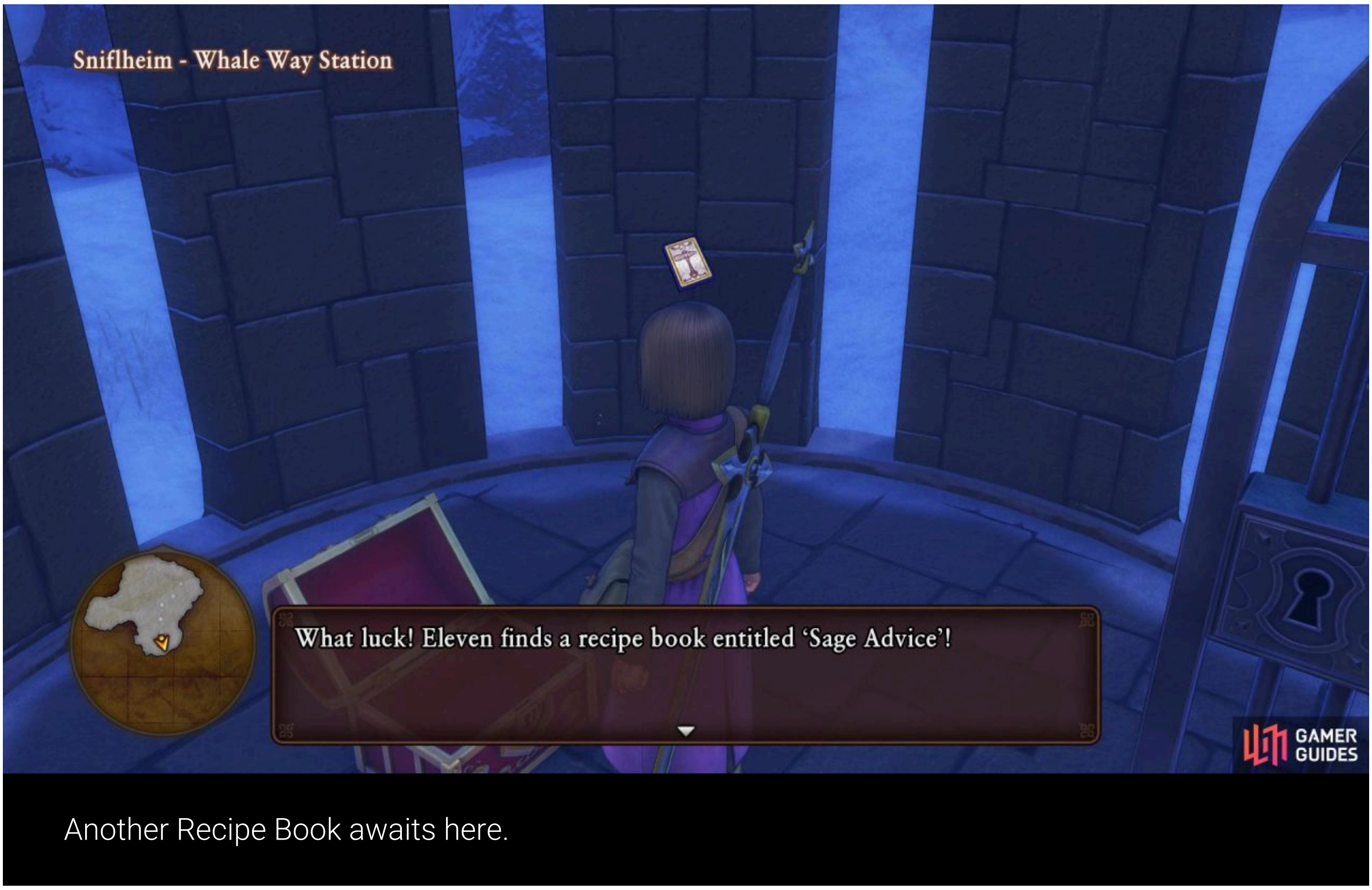
Call upon Cetacea and fly over to the Manglegrove Whale Way Station and land. Follow the path and head to the Ultimate Key door in the south to find a chest inside containing three **Chronocrystals**.

The Hotto Steppe - Northern Whale Way Station

Make your way over to the Whale Way Station and follow the path to the southwest where you'll find another Ultimate Key door. Open it to find a chest containing a Recipe Book, **Sizzling Styles**.

Snifflheim - Whale Way Station

Call upon Cetacea once more and fly northwest to the Sniflheim Whale Way Station this time. Follow the path south to the Ultimate Key door and open it to find a chest containing a Recipe Book, **Sage Advice**.



What luck! Eleven finds a recipe book entitled 'Sage Advice'!

Another Recipe Book awaits here.

Champs Sauvage - Whale Way Station

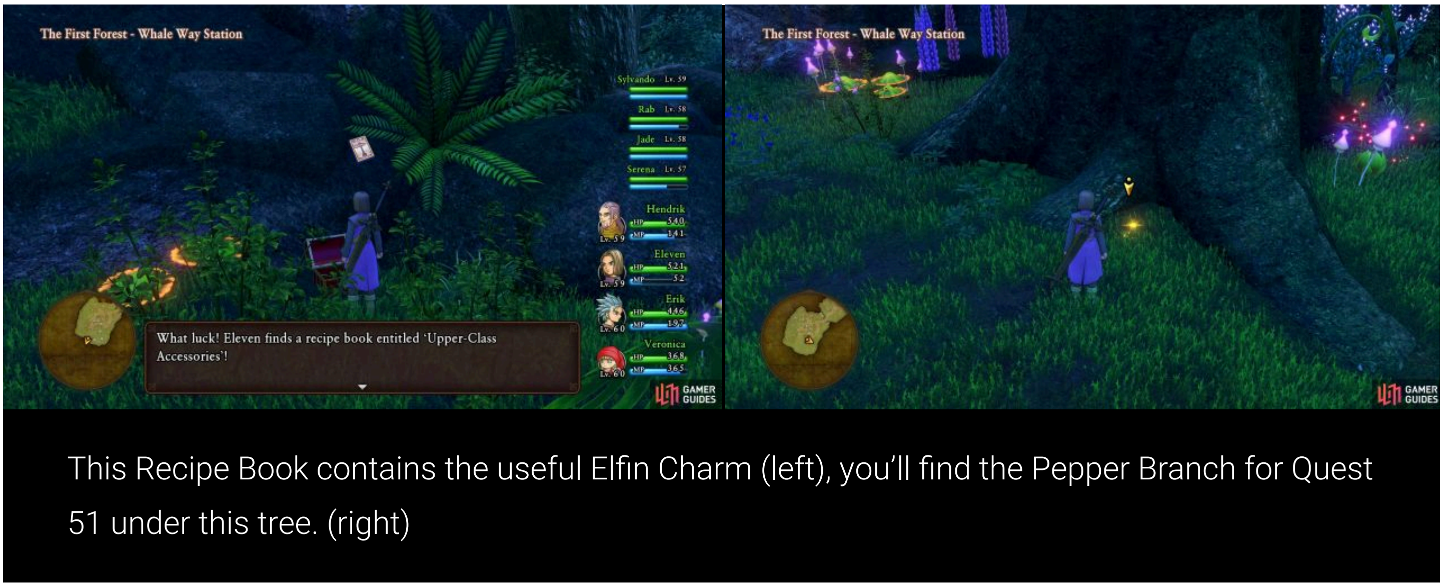
Next up, make your way over to the Champs Sauvage Whale Way Station located to the southwest. Follow the path all the way to the Ultimate Key door and open it to find a chest containing three **Mini Medals**.

The First Forest - Whale Way Station

Call Cetacea and make your way to the golden trail located behind Yggdrasil. Follow the path south and loot the Sparkly Spot containing a **Wyrmwood** and then search in the northeast corner to find a chest containing an **Agate of Evolution**.

Note

The Hooper Dupers here have a useful shield, the Devilry Drinker, as it's common steal. Whats even greater about this shield is that it sells for 30000G so if you ever find yourself in need of Gold, this is the place to come.



What luck! Eleven finds a recipe book entitled 'Upper-Class Accessories'!

The First Forest - Whale Way Station
Sylvando
Rab
Jade
Serena
Hendrik
Eleven
Erik
Veronica
The First Forest - Whale Way Station
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This Recipe Book contains the useful Elfin Charm (left), you'll find the Pepper Branch for Quest 51 under this tree. (right)

Tickington

Right by the Silkblossom Sparkly Spot will be a Tockle that gives you a pastword to the Hidden Valley area.

There's another Sparkly Spot to the south containing a **Silkblossom** and then search to the south to find a chest containing a Recipe Book, **Upper-Class Accessories**. Northwest of this chest is a Sparkly Spot containing a **Technicolour Dreamcloth** and then search under the large tree to the east to find a golden Sparkly Spot containing the **Pepper Tree Branch** that Prince Farris was looking for. Return to Gallopolis and hand it over to complete **Quest 51** and obtain four **Pep Pips** (save these for when you're ready to start levelling to 99). Finally, before leaving the Prince's room, search the bookshelf to find the second Tome needed for **Quest 48**.

Next on your list is to start clearing some of the easier post game events in some of the towns and Puerto Valor is the perfect place to begin your quest.

Puerto Valor - Sylvando and Hendrick

Upon entering Puerto Valor, Hendrick will reveal that he knows that Sylvando is Don Rodrigo's son and urges him to seek advice from his father. Before heading there however, head south to the Ultimate Key door and open it to find a chest containing a **Technicolour Dreamcloth**. Head over to the villa now and speak with Don Rodrigo inside who will issue a trial to the two Knights in exchange for a great prize.

Tickington

Behind the Ultimate Key door will also be a Tockle, giving you the pastword to access the **Weaver's Peak** area.

Before you head off to the Kingsbarrow, take the time to look at the new goods on offer at the Casino here. The only real item of use here is Yggdrasil Dews at 10000 a piece however there are much better uses for your Casino Tokens when you head to Octagonia.

Zoom over to L'Academie quickly and hand over your Mini Medals, you should have enough by now to obtain the **Circle of Serendipity** and the Recipe Book, **Styles for All Seasons**. You should also obtain the Trophy for completing three pages of your medal book.

Chef de Classe de Medailles

Awarded for completing the third page of your album de medailles.

G 10

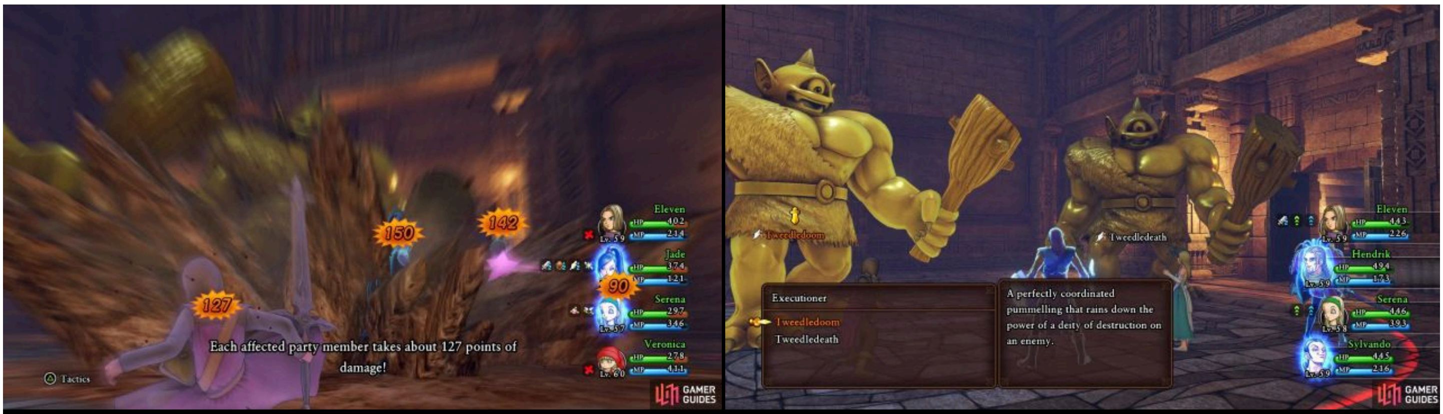
Zoom over to the Emerald Coast Campsite now and access the forge, with your new recipes in hand you should be able to forge some great gear. The Straight Poker is a great upgrade for Jade, as is the new costumes for Erik, Serena and Hendrick. Also consider reworking the Metal King Armor and the Fantastick that you picked up earlier. When you're ready, stick Hendrick and Sylvando in your party and enter the Kingsbarrow.

You'll need to make your way down to the bottom floor but take the time to fight some battles in order to Pep Up Sylvando and Hendrick. Once they are, stick them in the reserves until you reach the boss at the bottom.

Boss: Tweedledoom and Tweedledeath

Tweedledoom and Tweedledeath draw near!

Both of the Tweedles have around 3000 HP which doesn't sound like much but the real difficulty in this battle comes from dealing the killing blow with Executioner from Sylvando and Hendrick so make sure the pair of them are on the bench until you're ready to finish one off. Tweedledoom is the most lethal of the two, focus on him first as Seismic Shock will hit the entire party for over 170 HP and can cause knock down. Tweedledeath will use regular attacks most of the time and although it will still hit hard, it's focused on only one character.



Each affected party member takes about 127 points of damage!

Executioner

Tweedledoom

Tweedledeath

A perfectly coordinated pummelling that rains down the power of a deity of destruction on an enemy.

150
142
127
90
Tactics
Eleven
HP 402
MP 214
Lv. 59
Jade
HP 374
MP 121
Serena
HP 297
MP 346
Lv. 57
Veronica
HP 278
MP 411
Lv. 60
Tweedledoom
Tweedledeath
Eleven
HP 443
MP 226
Lv. 59
Hendrik
HP 494
MP 173
Lv. 59
Serena
HP 446
MP 393
Lv. 58
Sylvando
HP 445
MP 216
Lv. 59

Seismic Shock hits the entire party for huge damage (left), you'll need to finish off each Tweedle with Executioner. (right)

As mentioned above, focus on one at a time and whittle their health down until their name is in orange.

Sword Dance is useful with Oomphle on as is a Re-Vamped Multifeet Jade. Once you find one in critical condition, bring in Sylvando and Hendrick and perform Executioner on it. This will leave you with the other one to take down and you'll have two choices, the first is to wait it out for Hendrick to become Pepped again (only Hendrick needs to be Pepped for Executioner) or toss him a Pep Pip.

Don Rodrigo appears behind Hendrick upon completion of the trial and discloses that the weapon was the experience of working together with your comrades. This will unlock the Chivalry skill tree for Sylvando and the Fraternity tree for Hendrick along with the Who's the Daddy? Pep Power.

Both of your new skill trees are game changing for their respective characters. You can finally make Hendrick into a tank by learning Forbearance, this will direct all attacks at Hendrick while it's active. Combine this skill with Immense Defense and Hendrick will block most monster's attacks. As for Sylvando, Grand Stand is a great self buff for him and Ladies First is one of the best skills in the game. This allows him to exchange his turn to one of the female characters in the same combat round allowing Jade, Serena or Veronica to act twice in one combat round.

Definitive Edition

After beating the above two bosses, return to Puerto Valor and speak to Cervantes to receive the **Coraza de Caballero** piece of equipment. This will give Sylvando a new costume, called **The Don**. It is only found in the Definitive Edition version of the game.

Dundrasil

Zoom to Dundrasil next and make your way back into the Castle Ruins.

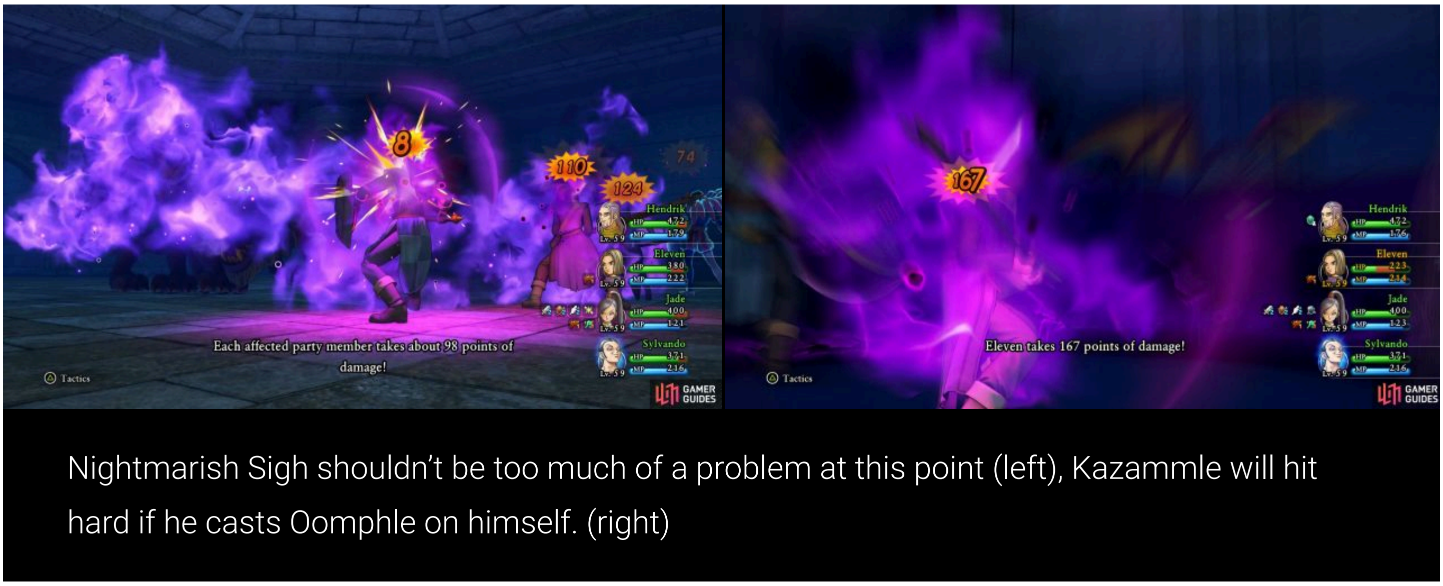
Tip

The Royal Reptiles roaming around outside here feature the ever elusive Serpent Soul as their common steal. These items are used to trade for other high end materials in the post game, you'll be fighting these a lot.

Follow the path through the ruins to the secret underground entrance and head inside. Follow the linear path through the Dungeons, looting the chest for four **Sage's Elixirs**, until you reach the large room at the end, heal yourself and recover your MP before you step forward to rescue Irwin once again.

Boss: Malicious Gloomnivore

Like your encounter in the previous timeline, the Malicious Gloomnivore will hit you with group attacks that are darkness based. Nightmarish Sigh will still hit for around 100 HP to everyone and he'll Oomphle himself constantly this time around. His HP is increased to around 5200 HP so it's a great idea to try and hit him with both Sap and Blunt. Kazammle hits for around 165 HP on a single target, more if your magic defense is lowered from Nightmarish Sigh.



Each affected party member takes about 98 points of damage!

Eleven takes 167 points of damage!

Nightmarish Sigh shouldn't be too much of a problem at this point (left), Kazammle will hit hard if he casts Oomphle on himself. (right)

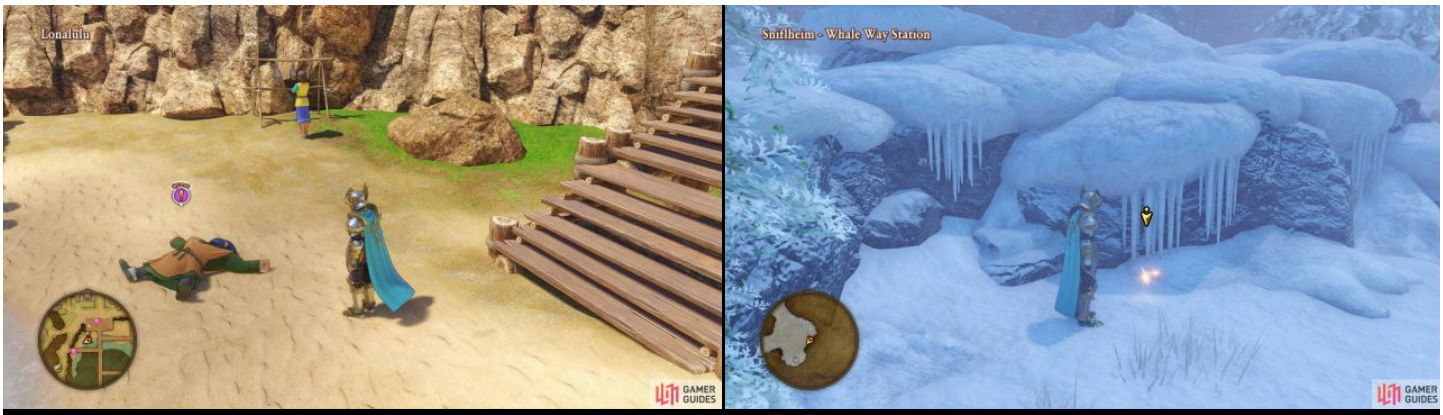
At this point, Hendrick should begin his rounds by using Immense Defense followed by Forbearance, you need to ensure Immense Defence is up at all times to increase his blocking rate. Jade is useful still with Re-Vamped Multifeet and Sylvando is a good choice for a healer, when he has a free turn from healing it's a good idea to hand it over to Jade with Ladies First. The Hero should continue to attack with Sword

Dance and assist with healing when needed. All in all, the Malicious Gloomnivore is one of the more easier Act III bosses.

With Malicious Gloomnivore defeated, Irwin's soul is free in this timeline. After his departure to the World Tree, you'll find two chests containing **Irwin's Armor** and **Irwin's Helm** along with a golden Sparkly Spot containing a **Princess's Pledge**.

Lonalulu

Zoom over to Lonalulu now and speak to the Kahuna to learn that Kai is being pursued by some monsters towards The Strand and needs some help. Before heading over there however, speak to the man flat out on the beach and agree to assist him to accept **Quest 52 - A Little Kindness Goes a Long Way**. Call upon Cetacea, fly over to the Sniflheim Whale Way Station and follow the path to the southeast where you'll find a golden Sparkly Spot containing the **Crystal Lily**. Zoom back to Lonalulu and hand it over to the man to complete the quest and obtain three **Slime Crowns**.

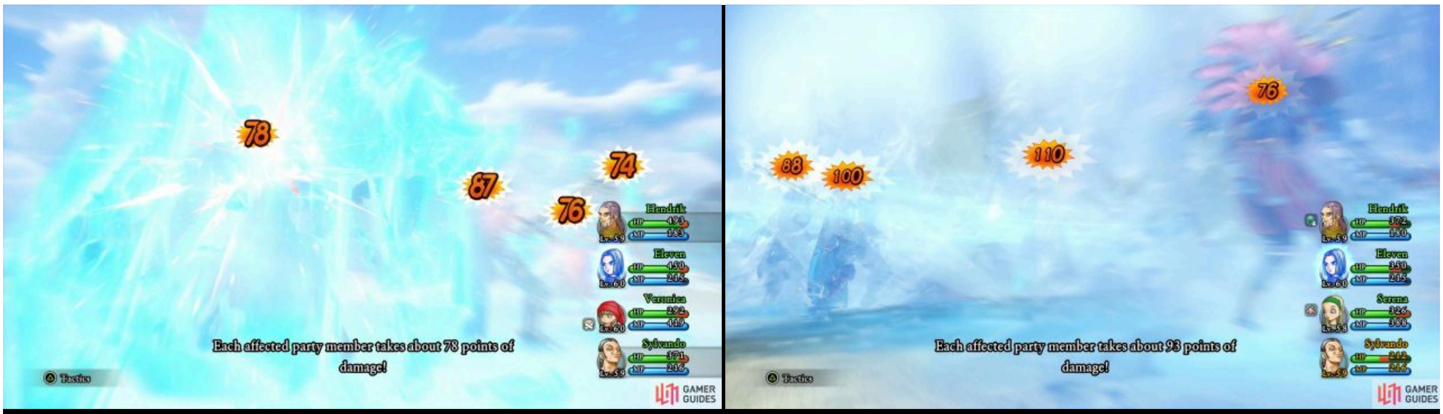


Speak to the man on the beach to accept Quest 52 (left), you'll find the Crystal Lily at Sniflheim Whale Way Station. (right)

Rest at the Inn before leaving Lonalulu and Zoom over to The Strand where you'll see Kai surrounded by Merman, rush over to him to aid him in his battle.

Boss: Malicious Merking

Don’t underestimate these Merman, this battle can go wrong very quickly. The Malicious Merking only has around 3000 HP himself which doesn’t sound too much however it’s the constant barrage of damage you’ll take from the Malicious Mermaniacs that add up. the Mermaniacs will use Fizzle to seal your spells along with Kacrack to hit the entire party for around 80 HP, this will quickly add up if they all decide to use it so you’ll find yourself constantly healing in this battle. The Merking will summon Pillars of Water that will damage the party for over 100 HP and his regular attacks hit hard in the region of 150 HP+. Your main target remains the Merking, he will Kazing any of his fallen brethren so only take them out via spells and abilities hitting them all.



Each affected party member takes about 78 points of damage!

Each affected party member takes about 93 points of damage!

The damage from Kacrack adds up if more than one Mermaniac uses it (left), meanwhile you’ll also be taking damage from Pillars of Water. (right)

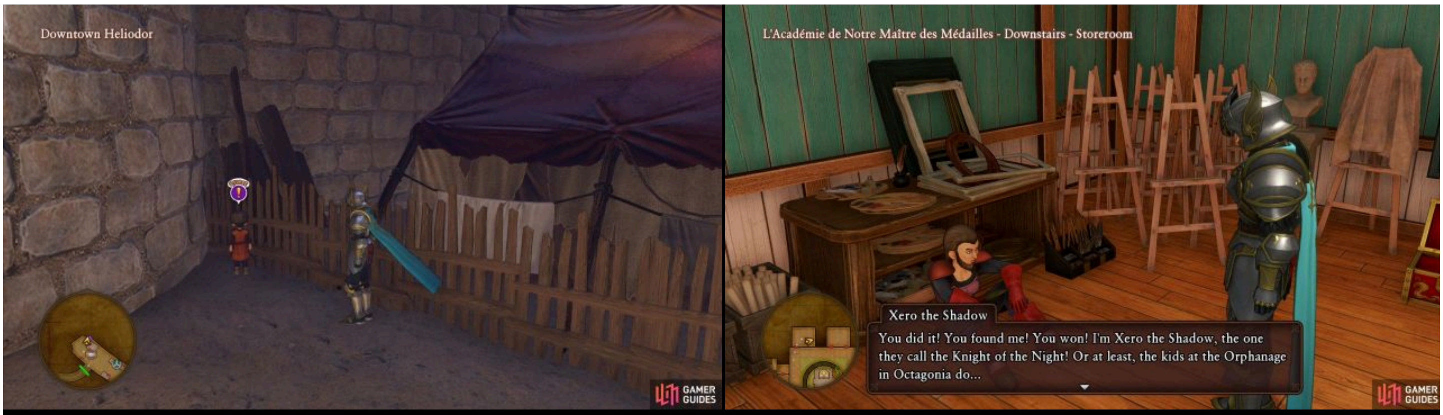
Hendrick is essential in this battle to soak up the damage, be sure to use Immense Defense first however or you could see one Kacrack take him down to low HP. The Hero's Quadraslash and Gigagash (if you're using Swords) are useful here as is all spells and abilities that hit all enemies such as Kaboomle from Veronica, Gold Rush from Sylvando and Pink Tornado from Jade. Consider going with both Serena and Sylvando for this battle, the extra healing potential will be welcome from all the group damage you'll be suffering.

Speak to Kai after defeating the Merman and then Zoom back to Lonalulu to speak to the Kahuna once more, in return you'll obtain the **Pirate King's Cap**. Zoom over to the Viking Hideout next and make your way over to where Erik and Mia's Shelter is, speak to Mia following the event to obtain the **Pirate King's Pendant**.

You'll want to be around Level 60-64 for the next couple of events so if you find yourself underleveled, take the time to gain a couple of levels. During this, have the Hero learn some of the Zap based spells, you'll need to defeat a future boss with one of these spells as the killing blow. It's also a good time to tackle a few more quests so when you're ready, Zoom to Downtown Heliodor.

Heliodor Quests

Begin by heading into the western corner to find a young boy looking for some help, agree to help him to begin **Quest 53 - Now You See Me...**. Zoom over to L'Academie and head into the Magic Key door, you'll find Xero in the corner. Return to the boy in Helidor to complete the quest and obtain 10 **Mini Medals** for your trouble.

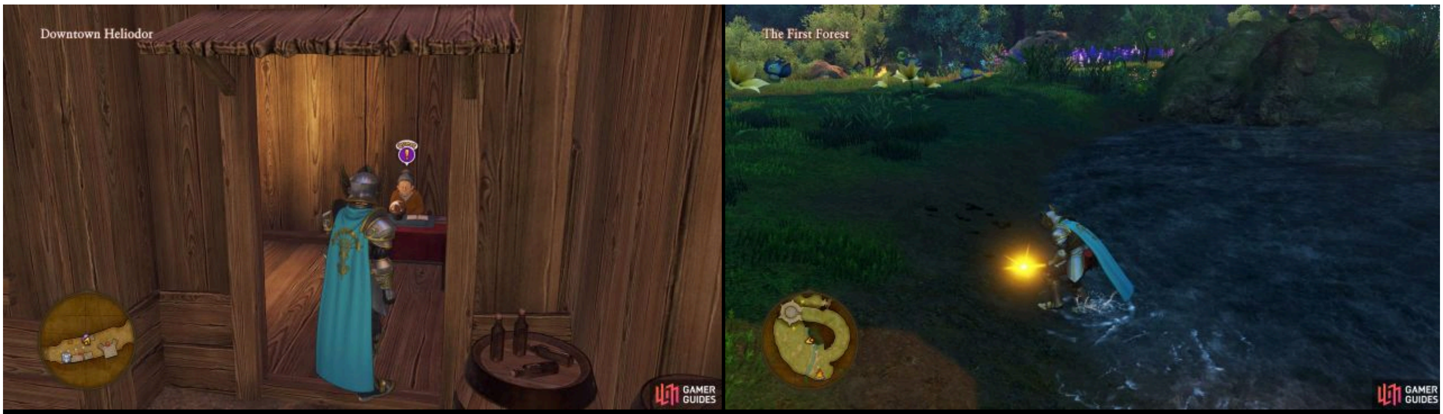

Downtown Heliodor
L'Académie de Notre Maître des Médailles - Downstairs - Storeroom
GAMER GUIDES
GAMER GUIDES

Xero the Shadow

You did it! You found me! You won! I'm Xero the Shadow, the one they call the Knight of the Night! Or at least, the kids at the Orphanage in Octagonia do...

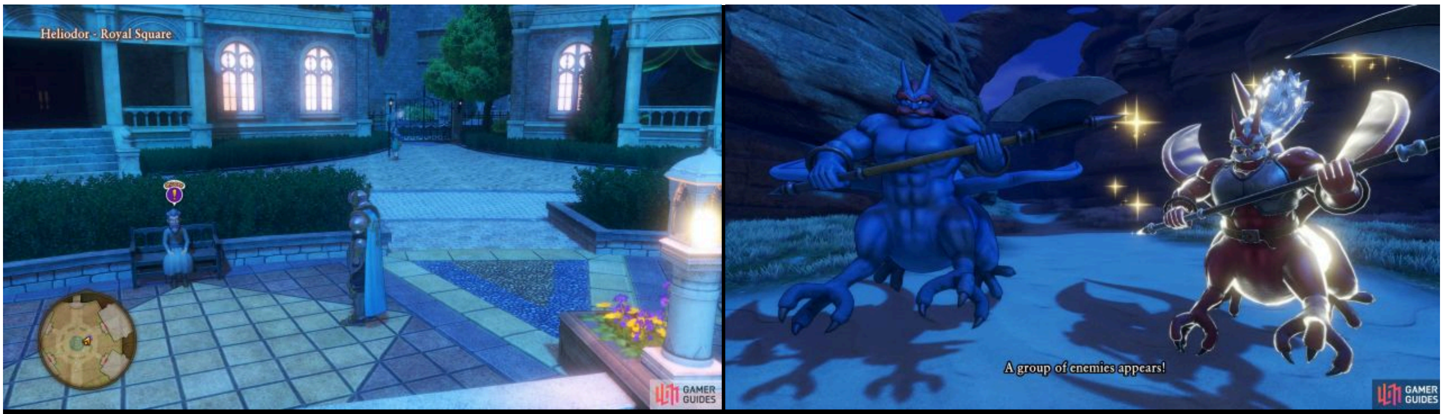
Look for this boy in Downtown Helidor to begin Quest 53 (left), you'll find the target in L'Academie's Magic Door. (right)

Staying in Downtown Heliodor, head east to find Mistress Bev, a fortune teller, agree to assist her to begin **Quest 54 - Mistress Bev's Perfect Prediction**. Zoom over to the First Forest Summit Camp and head into the water north of your location to find a golden Sparkly Spot containing the **Divine Dew**. Return to Bev and hand it over to complete the quest and obtain a **Pep Pop**.



You'll find Mistress Bev to the east of Downtown Heliodor (left), the dew can be found north of the Summit Camp in the First Forest. (right)

Head up to the Upper Layer of Helidor and make your way to the Royal Square to find a man in need of assistance. Agree to help him to begin [Quest 55 - Might Is Right!] and call upon Cetacea. Fly over to the Southern Hotto Steppe Whale Way Station where you'll find a lone Bilhaw. You'll have to keep battling these monsters until a rare Harmachis spawns alongside it. Consider equipping the Circle of Serendipity on the Hero to boost the chances. Defeat the monster and return to the man in Heliodor to complete the quest and obtain the **Apollo Axe**. Finally, Zoom back to L'Academie and hand over your latest batch of Mini Medals to obtain a new Recipe Book, **Glammer Gear for Goer-Getters** which contains Sylvando's best armor set.



A group of enemies appears!

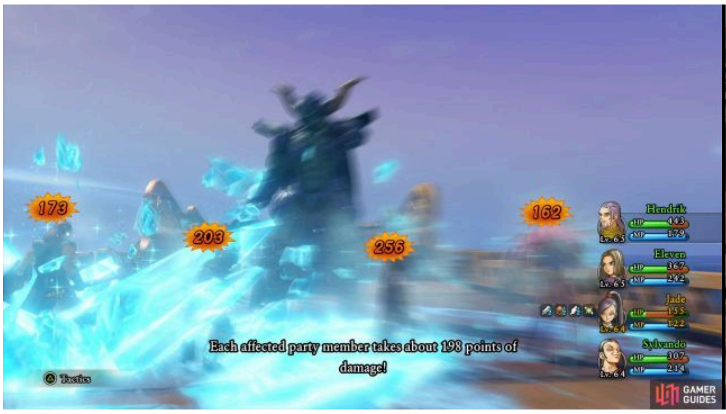
Speak to the old man in Heliodor's Royal Square to begin Quest 55 (left), you'll find the Rare monster Harmachis at the Southern Hotto Steppe Whale Way Station. (right)

Nautica

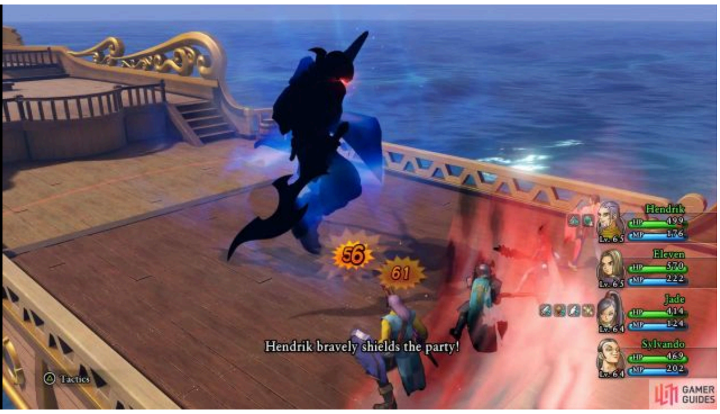
Once you're Level 60+, Zoom back to Nautica and make your way to the Queen. She requests your assistance in taking back the stolen Pearl of Wisdom from a monster named Bathysfear. Zoom to Lonalulu - Sea and begin sailing north, the island you're looking for is not marked on the map. Once you reach Insula Orientalis, sail northeast to a smaller island and as you approach it, Bathysfear attacks.

Boss: Bathysfear

Bathsyfear has a similar move set to that of Indignus from the Fortress of Fear. His regular attacks hit hard for over 150 HP and Kacrackle will hit the entire party for over 200 HP, be sure to keep your HP above 300 at all times. Inferno Slash will hit one person for around 150 HP and he will also use his Stab as a Desperate Attack for over 300 HP. Finally, his most deadly attack is Ready Blade which will hit the party for massive damage unless Hendrick is soaking it up. He has around 5600 HP along with high defense so Sap is essential in this battle if you want to take him out quickly.



Each affected party member takes about 198 points of damage!



Hendrik bravely shields the party!

Kacrackle deals massive damage to the party (left), you'll want Hendrick using Forbearance to soak up the damage from Ready Blade. (right)

Hendrick using Immense Defense and Forbearance will nullify a lot of his attacks leaving the rest of your party to attack. Only Kacrackle will deal heavy damage to him and that is easily healed. The Hero should play more of a support role until you can land Sap on him as Sword Dance and Unbridled Blade wont hit that hard without it. A twice Re-Vamped Jade using Multifeet is as useful as ever as is passing turns back to her with Sylvando.

Return to Nautica following Bathysfear's defeat and speak to the Queen once more to obtain the **Sea Queen's Conch**. This is an Important Item that when used, will allow you to speak to the Queen from anywhere. She will disclose what events you've yet to complete around Erdrea.

Octagonia

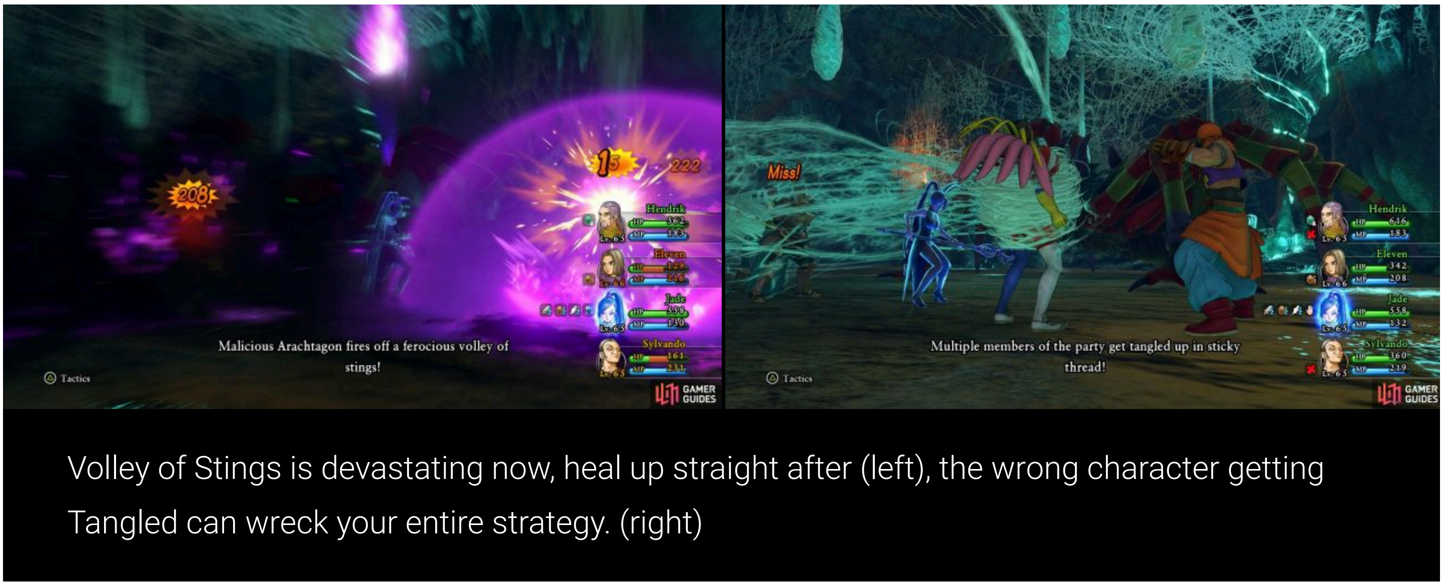
Zoom to Octagon and head down towards the Orphanage to discover that a bunch of MMA fighters have barged into it and headed downstairs. Make your way down to the bottm and head into the Caverns Under Octagonia once more. Make your way through the cavern until you reach the door where you fought Arachtagon in the past, restore your HP and MP and then head through the door when you're ready.

You'll face off against malicious variants of the MMA fighters all at once with Vince as a guest member. You'll want to take them down as quickly as possible as their damage will really add up. Veronica and Sylvando are a deadly combo here, with Sylvando passing turns to her so she can use Kaboomble. Have the Hero use Quadraslash (or Gigagash if you're using Swords) while Hendrick attemps to tank the damage. This battle is all about trying to deal as much damage to all of them as quickly as possible.

Following their defeat, the real culprit will come to light and you'll be thrust into another boss battle.

Boss: Malicious Arachtagon

Arachtagon is as dangerous as ever with her party wide attacks and status ailments. Volley of Stings hits hard now, for around 190 HP to everyone and Kafuddle has the chance to confuse everyone unless you're protected against it. You're looking at around 5600 HP to deal with so you'll need to be consistent with your damage rather than wasting too much time trying to survive it's attacks.



Malicious Arachtagon fires off a ferocious volley of stings!

Multiple members of the party get tangled up in sticky thread!

208
15
222
Hendrik
362
183
Eleven
129
246
Jade
558
130
Sylvando
161
231
Tactics
Miss!
Hendrik
616
183
Eleven
342
208
Jade
558
132
Sylvando
360
219
Tactics

Volley of Stings is devastating now, heal up straight after (left), the wrong character getting Tangled can wreck your entire strategy. (right)

Vince will be useful here in curing any status ailments you may suffer, otherwise he is of no help. Hendrick, like always, should be your main tank. Re-Vamp Jade twice and use Multifeet, you should be putting out at least 900+ HP without Sap at this point. Sylvando or Serena are both useful here, you'll be doing a lot of healing throughout the battle and Snap, Crackle, Poof can prevent a lot of the ailments.

You'll automatically return to Octagonia following your victory and obtain some **Crystal Claws** from Vince by way of thanks. Exit the Orphanage and speak to The Underdigger and the Abominable Showman to have them move to Cobblestone and help with the rebuilding effort.

Make your way into the Casino next and upon looking at the Prize list, you'll see theres some more items added to it. You'll be able to purchase the useful Elfin Elixirs for 10000 Tokens a piece along with a new Recipe Book and even Pep Pips (at a hefty 125000 Tokens per one). None of these are essential so decide if they're of any use to you and take the time to earn them.

Note

The Hot Bikini is a costume for Jade and is required for a Trophy and the Platinum so be sure to earn it at some point.

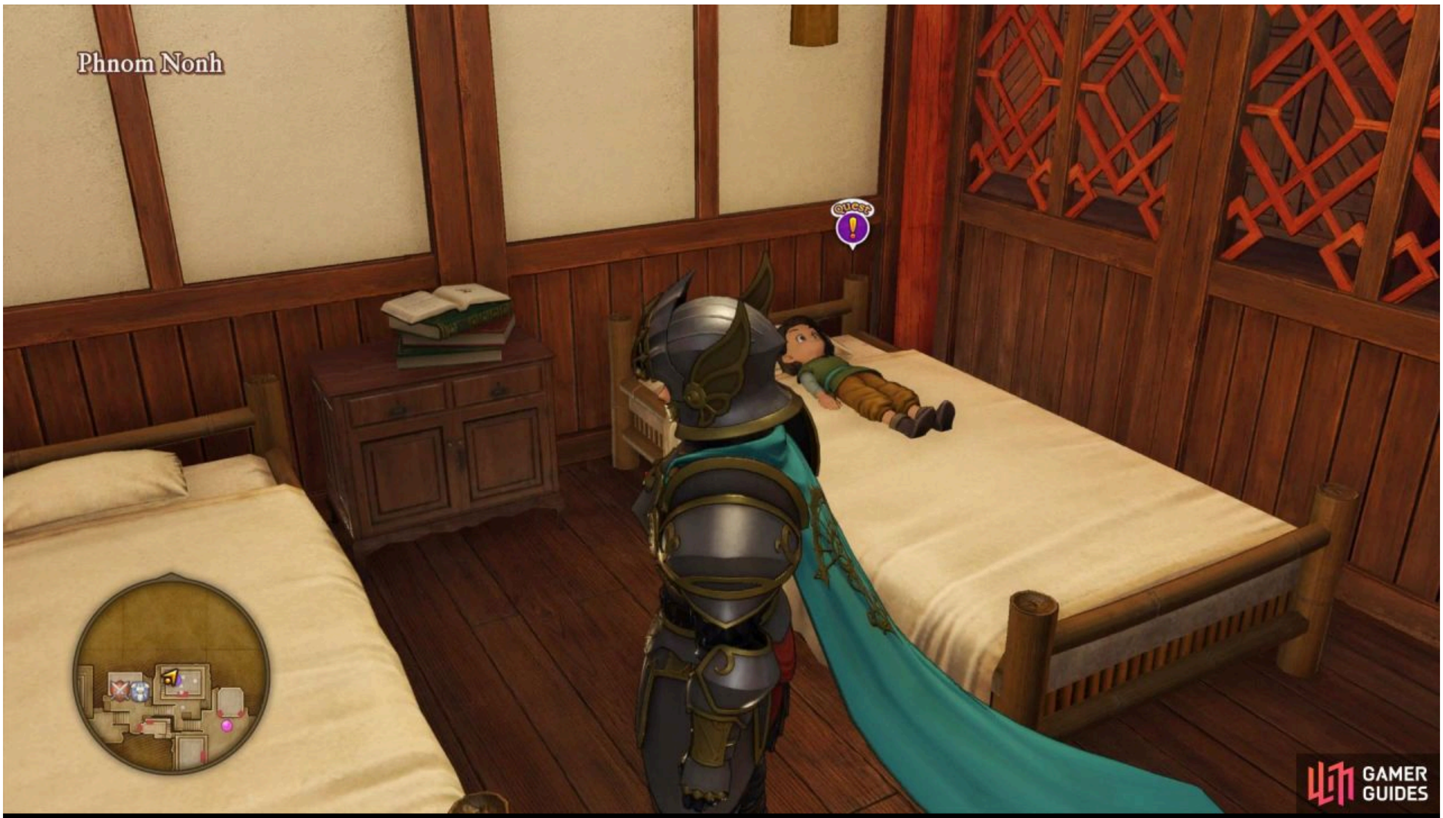
While still in the Casino, head to the stage to find Golden Boy dancing, speak to him to obtain a Recipe Book, **Dress to Impress**. Finally, speak to Sinderella and Whambelina nearby to obtain the **Stellar Starflower** and **Stellar Suit**, a costume for Veronica.

Trivia

The Steller set changes Veronica's appearance to that of the fairy, Stella from Dragon Quest IX.

Phnom Nonh

Zoom over to Phnom Nonh for your next task and head up to the house opposite of Da's to find a young girl looking for assistance. Agree to help her to begin **Quest 56 - Sweet Dreams** where you'll need to defeat a Bongo Bongo outside using the Snooze 'n' Bruise Pep Power learnt from Sylvando's Pursecutter ability. If you've been focusing elsewhere on his Character Builder then leave this for now and return later to it.



You'll need the Snooze 'n' Bruise Pep Power for this quest.

Head over to Da and Son to learn that a monster has placed a curse on the village and took some children to the ruins. Head toward the ruins, opening the Ultimate Key door on the way to find a chest containing a **Gold Bar**. Enter the ruins themselves and use the mural to cross over to the Other Side. Make your way through the Other Side until you reach the Goddess Statue at the end, save your game and then step forward.

Boss: Malicious Grey Gordon

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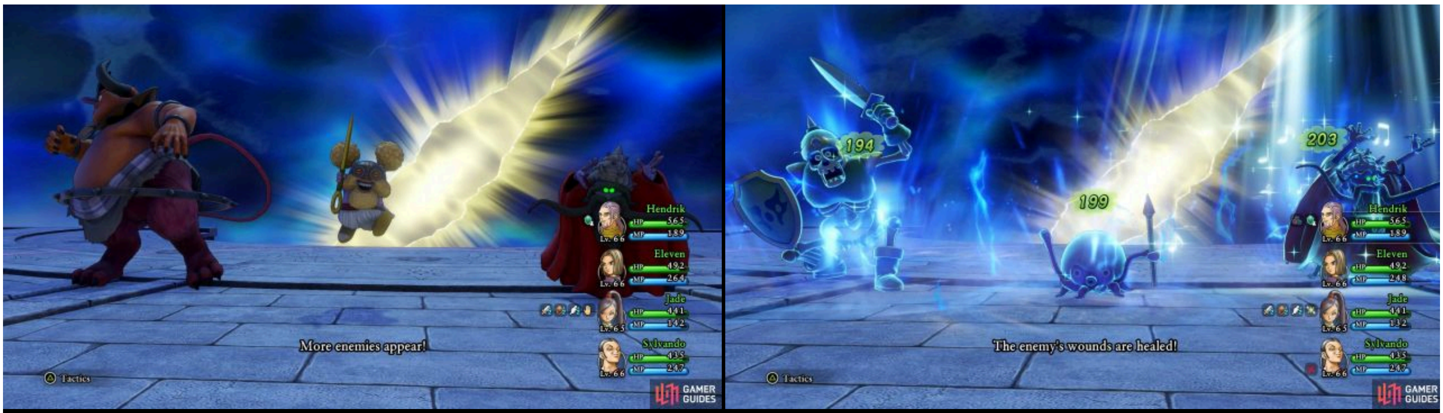
Don't be fooled by the look of this boss, on his first turn he'll call upon a bunch of allies and will repeat it throughout the fight. It's for this reason that you'll need to have allies who can hit all enemies at once. The backup comes in the form of all manner of monsters that can either drain your MP or cause you to dance and lose turns. Grey Gordon himself has around 5400 HP and is your main target to prevent him from summoning more monsters. His Kaswoosh and Kafrizzle spells are no slouch either, hitting for over 150 HP each. Grey Gordon will also use Hustle Dance to recover HP for all monsters for around 200 HP along with Pepping them up.


More enemies appear!

The enemy's wounds are healed!

Grey Gordon will summon allies throughout the battle (left), his Hustle Dance will also Pep everybody up. (right)

Hendrick should attempt to tank, although he can lose his effectiveness quickly due to all the status effects flying around. Jade Re-Vamped twice using Pink Tornado and Veronica's Kaboomle are very useful here and any healer will do with the Hero using Quadraslash or Gigagash throughout.

After your victory, use the tear to return to Phonm Nonh and speak to Son to obtain 10 **Mini Medals**. Now's also a good time to deal with the quest you accepted here earlier. Learn the Snooze 'n' Bruise Pep Power (Pursecutter on Sylvando) and then head outside to find a Bongo Bongo. Once you deal the killing blow with it, return to the girl to complete **Quest 56** and obtain another five **Mini Medals**.

Sniflheim

Zoom to Sniflheim and make your way into the Castle, taking the lift down to the lower floor. Head into the south room and open the Ultimate Key door to find two chests containing a Recipe Book, **Badges of Honour** and a **Chronocrystal**. Head back upstairs and over to speak to Queen Frysabel to learn an Arboreal Serpent is on a rampage in the Snaerfelt and requests your help.

Tip

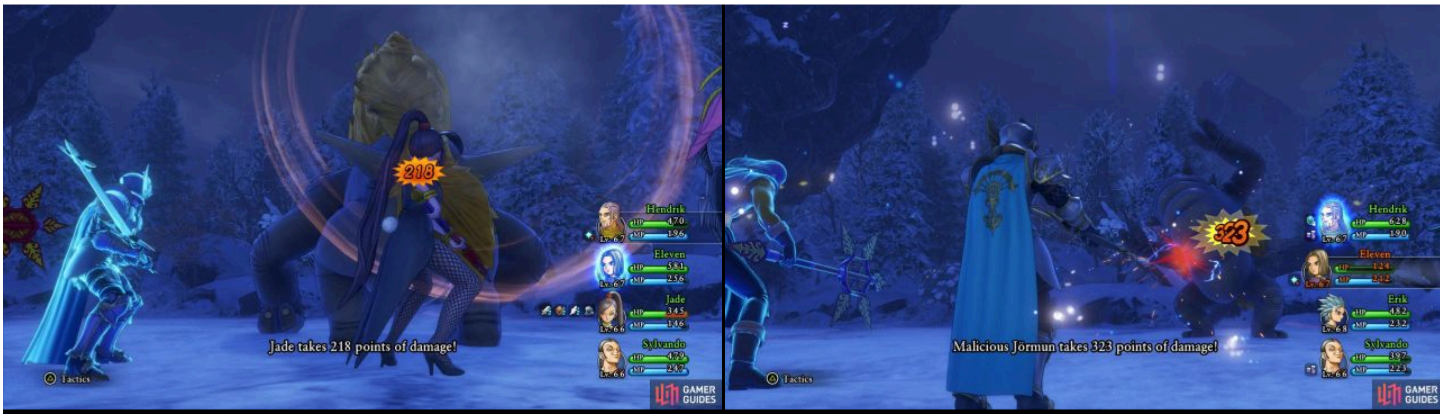
Krystalinda here acts as a Trade shop where she will take Serpent's Souls (common steal from Royal Reptiles in Dundrasil) and exchange them for other high end materials needed for the highest level creations.

Leave Sniflheim and make your way through the Snaerfelt to the Hekswood. You'll need to make sure you've learnt one of the Zap spells for the Hero so if you're missing it, recitify at a Goddess Statue and learn it for the battle ahead. Make your way through to the end and save your game before facing the monster beyond.

Boss: Malicious Jormun

GAMER
GUIDES

Jormun only has around 2800 HP however there’s a gimmick to the battle. In order to defeat Malicious Jormun, you’ll need to make sure one of the Zap spells deals the killing blow, the higher the level Zap spell the less you’ll have to drain his HP in advance. Jormun attacks three times per combat round and he can put the party to sleep with Kasnooze. His Snowball will hit for around 150 HP and his kick will hit hard for around 250+ HP and thats before he does Oomphle.


Jade takes 218 points of damage!

Malicious Jormun takes 323 points of damage!
218
Tactics
Hendrik
HP 470
MP 196
Lv. 67
Eleven
HP 581
MP 256
Lv. 67
Jade
HP 345
MP 146
Lv. 66
Sylvando
HP 479
MP 247
Lv. 66
GAMER
GUIDES
323
Tactics
Hendrik
HP 628
MP 190
Lv. 67
Eleven
HP 124
MP 242
Lv. 67
Erik
HP 482
MP 232
Lv. 68
Sylvando
HP 397
MP 223
Lv. 66
GAMER
GUIDES

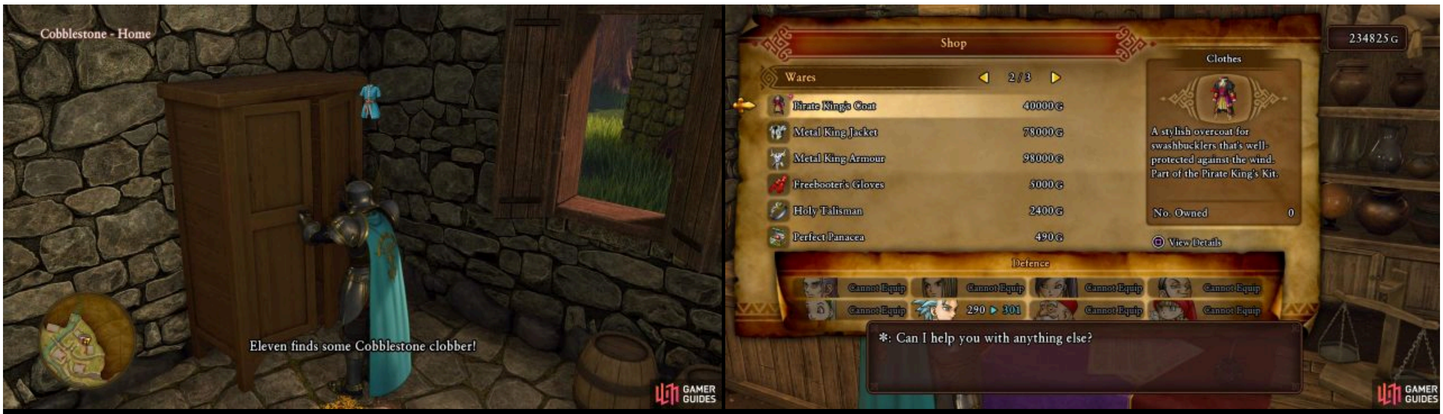
Jormun’s Kicks hit hard, especially with Oomphle on him (left), be sure that one of the Zap spells deal the killing blow. (right)

A lot of his attacks can be nullified by having Hendrick use Immense Defense followed by Forbearance. The Hero is necessary to use one of the Zap spells at the end and Jade like always is a powerhouse. Erik is also very useful here, he has the Cock-a-Doodle-Doo spell that will awaken the party if you find them asleep.

Following your victory, Jormun is reborn as a holy guardian and when spoken to, will head to Cobblestone to guard it from monsters. Take this time to Zoom back to Cobblestone and check it out, you'll see that the entire village has been rebuilt. Head to Gemma and speak to her to obtain **Gemma's Eternal Charm**. Return to your Home next and check the wardrobe to obtain the **Cobblestone Clobber** costume for the Hero. Finally, head down to the shop and check out the wares which contains some of the best equipment in the game.

Tickington

On the bed in Gemma's/Dunstan's house will be a Tockle, who will give you the pastword for the **Trodain Castle** area.



Eleven finds some Cobblestone clobber!

Wares	
Pirate King's Coat	40000G
Metal King Jacket	78000G
Metal King Armour	98000G
Freebooter's Gloves	5000G
Holy Talisman	2400G
Perfect Panacea	490G

A stylish overcoat for swashbucklers that's well-protected against the wind. Part of the Pirate King's Kit.

No. Owned 0

*: Can I help you with anything else?

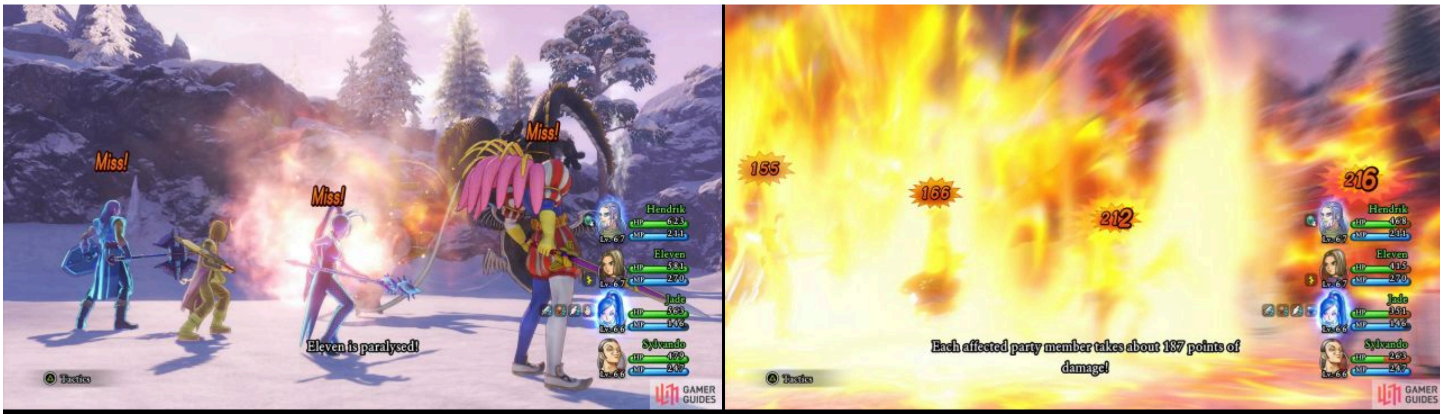
Find a new costume for the Hero in his wardrobe at Home (left), at the very least, pick up Erik's best armor from this shop. (right)

Of particular note is the Pirate King's Coat, this will complete the costume for Erik which also happens to be his best armor in the game. All of the weapons are great and most likely better than what you already have as is the Metal King Armor. Finally, this shop sells Pep Pops for 200,000G a piece which is pricey but also the only source of them outside the two you already have.

Return to the Snaerfelt and make your way towards Arboria to once again come face to face with the Arboreal Serpent.

Boss: Malicious Arboreal Serpent

The Arboreal Serpent is still a very tough boss even at this late stage in the adventure. It has a whopping 7600 HP and attacks three times each combat round. All of it’s status ailment inducing skills return but all hitting a lot harder. Burning Breath is as irritating as ever with it’s Paralysis ailment and it now adds Kasizzle to it’s repetoire which will hit the party for over 150 HP. You’ll really want some protection against Paralysis in this battle as you’ll have to deal with Burning Breath every combat round.



Eleven is paralysed!

Each affected party member takes about 187 points of damage!

Miss!
Miss!
Miss!
Hendrik
HP 623
MP 211
Lv. 67
Eleven
HP 581
MP 270
Lv. 67
Jade
HP 563
MP 146
Lv. 66
Sylvando
HP 479
MP 247
Lv. 66
Tactics
155
166
212
216
Hendrik
HP 468
MP 211
Lv. 67
Eleven
HP 415
MP 270
Lv. 67
Jade
HP 351
MP 146
Lv. 66
Sylvando
HP 263
MP 247
Lv. 66
Tactics

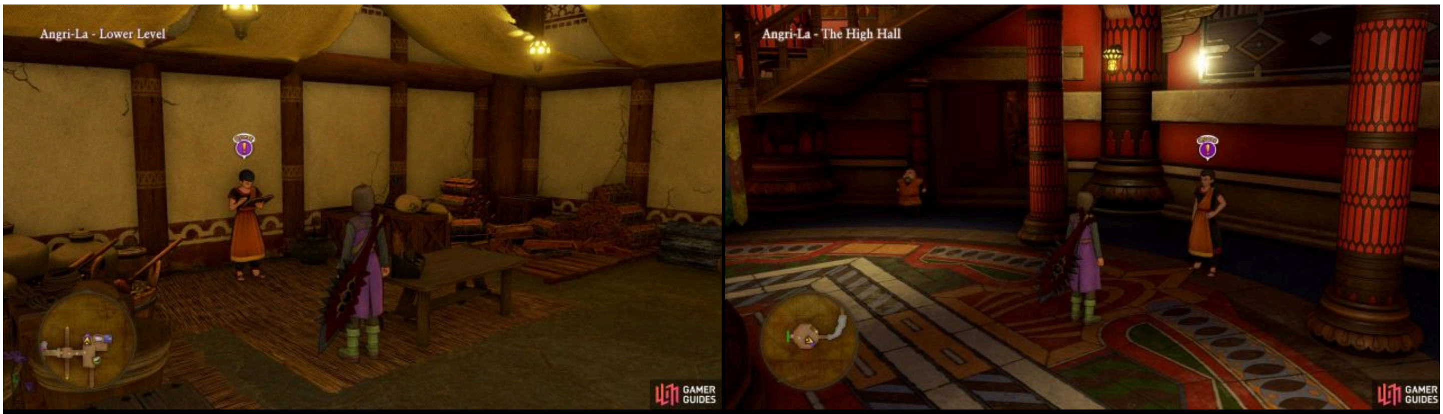
You’ll have to deal with Burning Breath every combat round now (left), Kasizzle will deal massive damage to the party. (right)

Hendrick is, as always, a mainstay in the party for his tanking prowess, you should know by now how to utilize him. Jade’s Re-Vamping Multifeet is great at dealing large amounts of damage to the Serpent as is Sword Dance. Finally, opt for Sylvando for this battle for Ladies First, Oomphle and of course Tingle should anyone get hit by Paralysis.

Return to Sniflheim and speak to Queen Frysabel to deliver the news and you'll obtain a **High-Born Blade**. Zoom over to Arboria next and make your way up to the Cathedral to speak with Benedictus once more to obtain the **Rusy Sceptre** needed to forge an ultimate weapon a bit later.

Wrapping Up More Quests

Now's a good opportunity to wrap up a few more quests before progressing the main plot a little. Zoom to Angri-La to begin and head up to the Seedling nearby to get a glimpse into the past. Head forward now and speak to the monk just outside of the Inn, agree to assist him to begin **Quest 57 - Morcant's Mastery of Magic**.

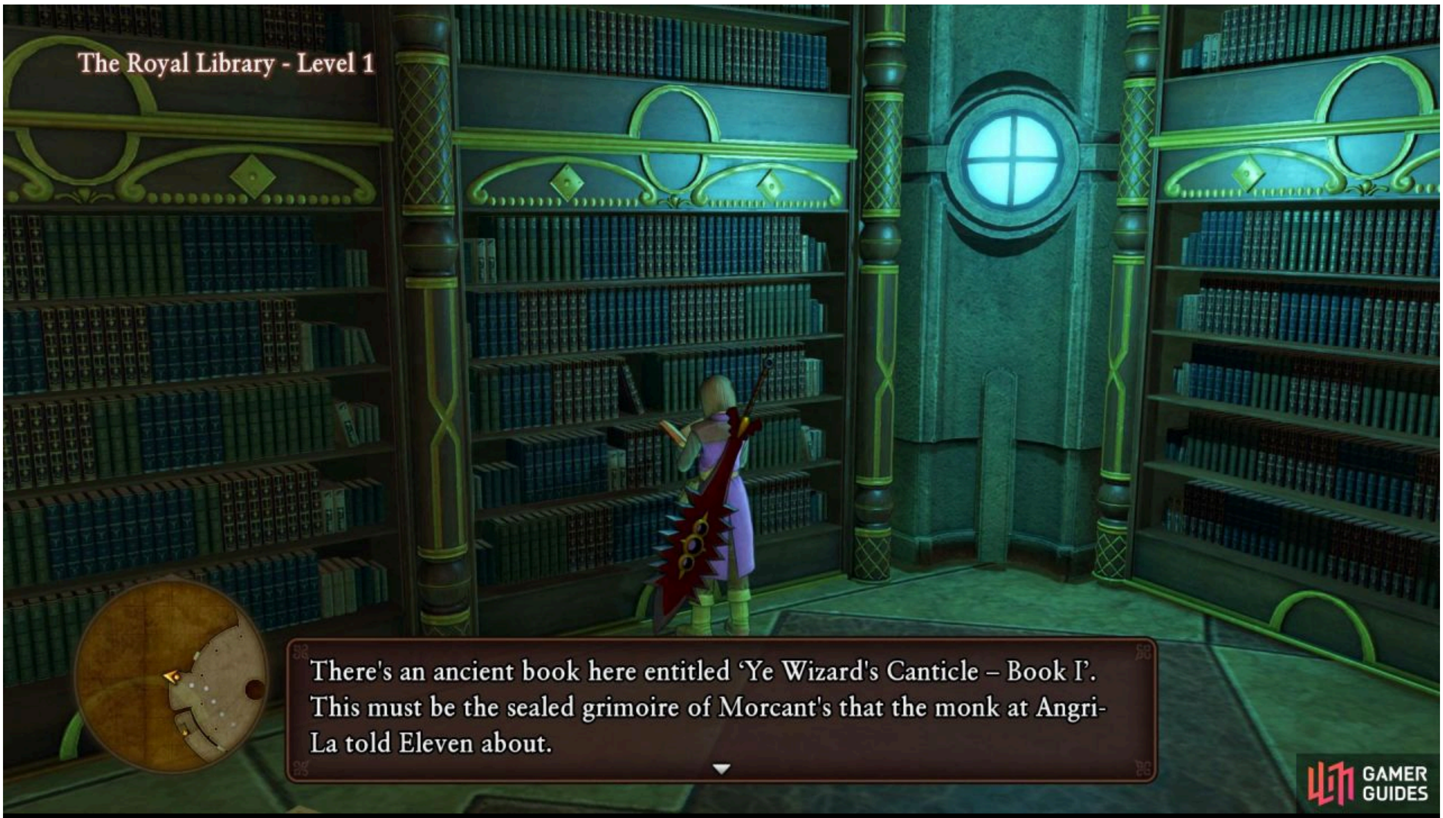


You'll find the first quest outside the Inn (left), while the second quest can be found in the High Hall. (right)

Make your way into the High Hall and speak to the monk nearby to accept **Quest 58 - Pointless Pride**, you'll need to finish the Wheel of Harma to obtain the necessary Recipe Book. Finally, head out into the Field of Discipline to talk to Grand Master Pang. This will unlock the final two trials in the [Wheel of Harma] and although it is possible to clear them now, it will be incredibly difficult to hit the targets below Level 99 (or at least around Level 80). For this very reason, consider leaving this for now until near the end of your adventure, it is a necessary step in obtaining the Platinum Trophy.

Zoom over to the Champs Sauvage South Camp and make your way to the Promontory Cave to the south. Search the bookshelf to the east to find the third Tome related to **Quest 48** before Zooming back to the Snaerfelt Camp and returning to the Royal Library to the north.

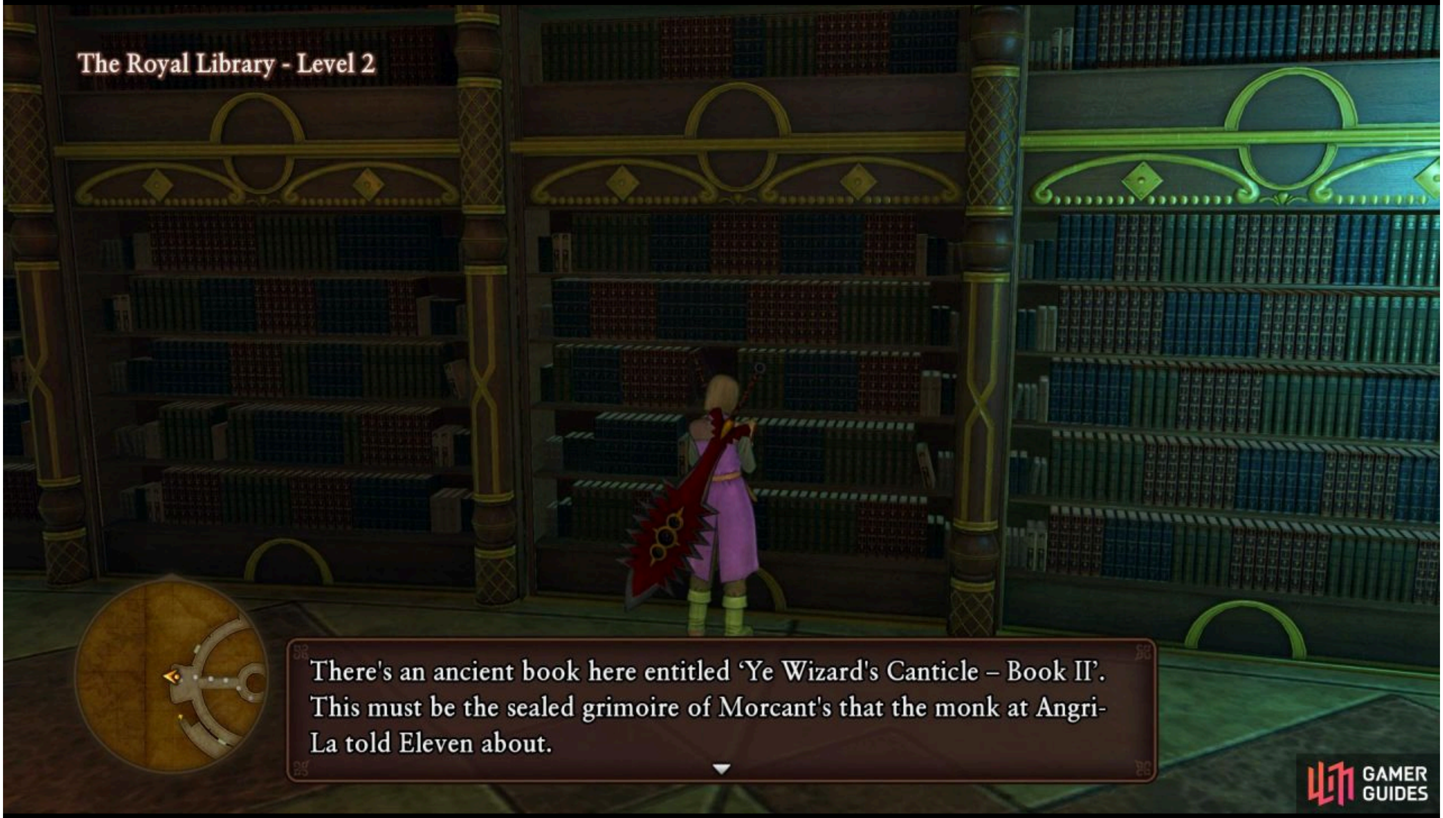
Begin by heading to the west of Level 1 and search the bookshelf to find the first Morcant Tome. Make your way up to Level 2 and again search the bookshelf to the west behind the Kleptoreptile to find the second Morcant Tome. Once again, make your way up to Level 3 and search in the southeast alcove to find another bookshelf containing the final Morcant Tome. Head up to Level 4 using the nearby stairs and hit the switch to alter the bookcases below. Take the northern stairs back down to Level 3 and search the northern bookshelf to find the final Drustan Tome. Zoom back to Havens Above and speak to the Watcher to complete **Quest 48** and power up Hendrick's Blind Man's Biff ability.


The Royal Library - Level 1

There's an ancient book here entitled 'Ye Wizard's Canticle – Book I'. This must be the sealed grimoire of Morcant's that the monk at Angri-La told Eleven about.

GAMER GUIDES

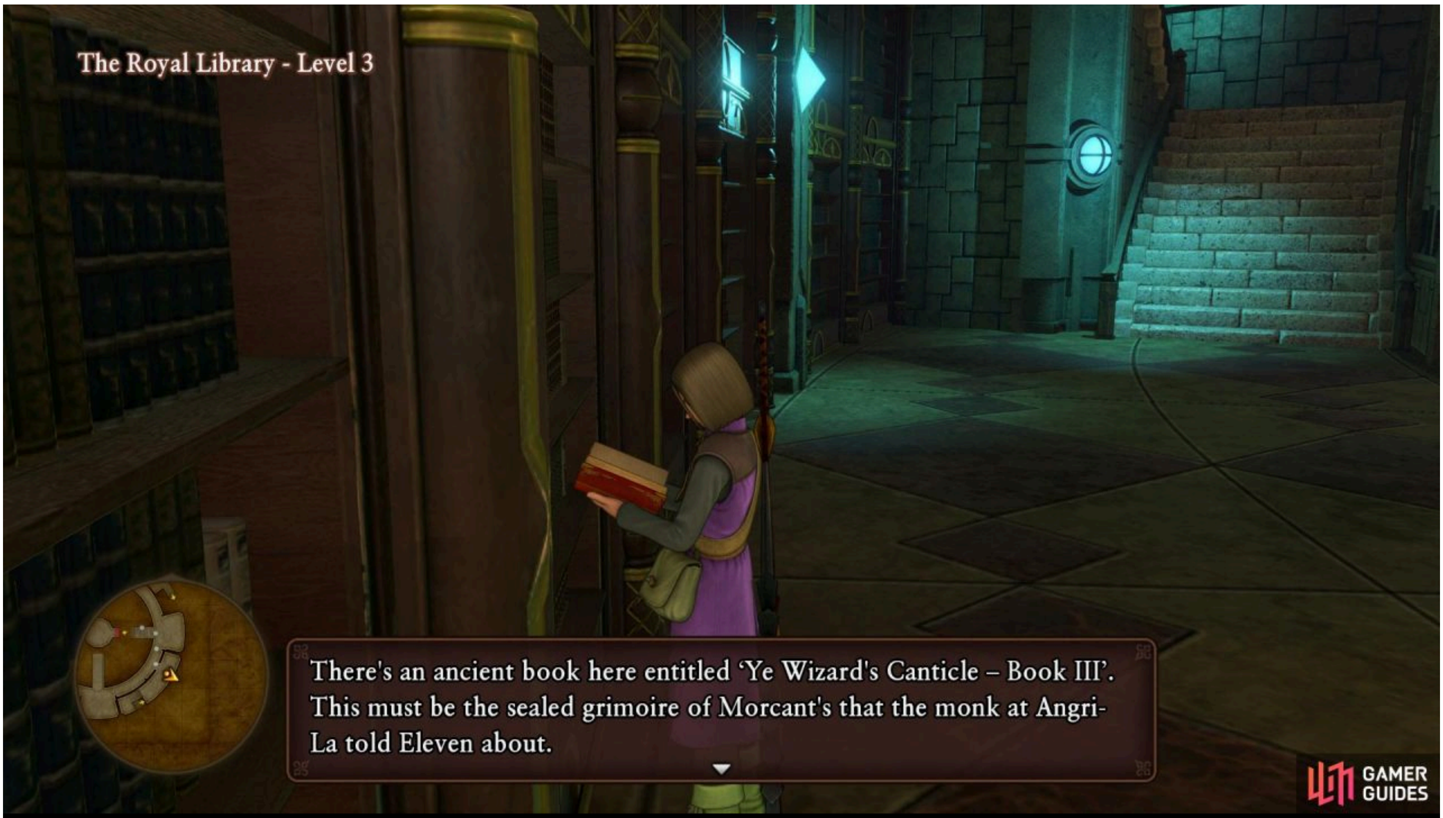
① Book I can be found to the west of Level 1


The Royal Library - Level 2

There's an ancient book here entitled 'Ye Wizard's Canticle – Book II'. This must be the sealed grimoire of Morcant's that the monk at Angri-La told Eleven about.

GAMER GUIDES

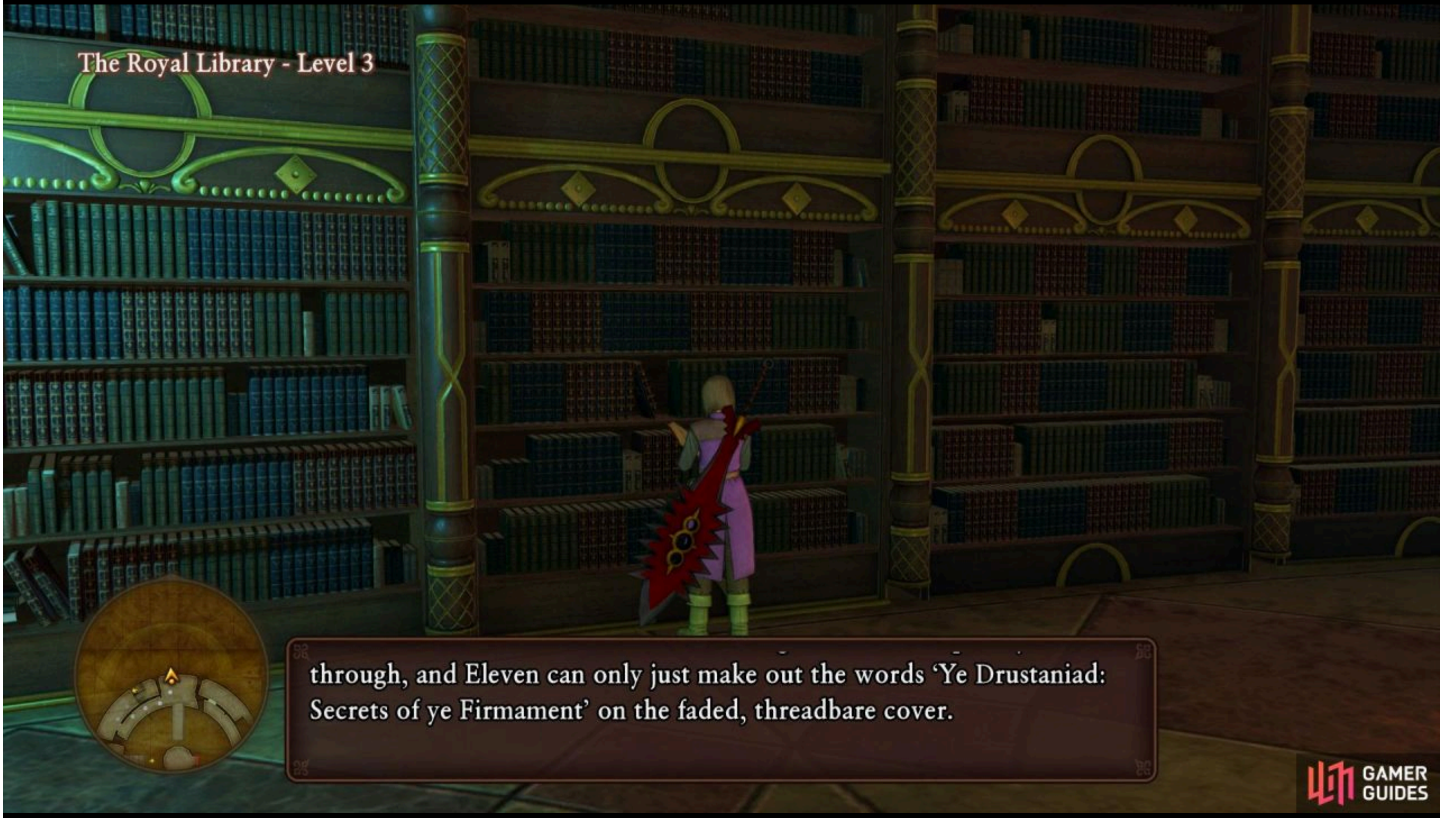
② Book II is located to the west of Level 2


The Royal Library - Level 3

There's an ancient book here entitled 'Ye Wizard's Canticle – Book III'. This must be the sealed grimoire of Morcant's that the monk at Angri-La told Eleven about.

GAMER GUIDES

③ while Book III is located to the southeast of Level 3


The Royal Library - Level 3

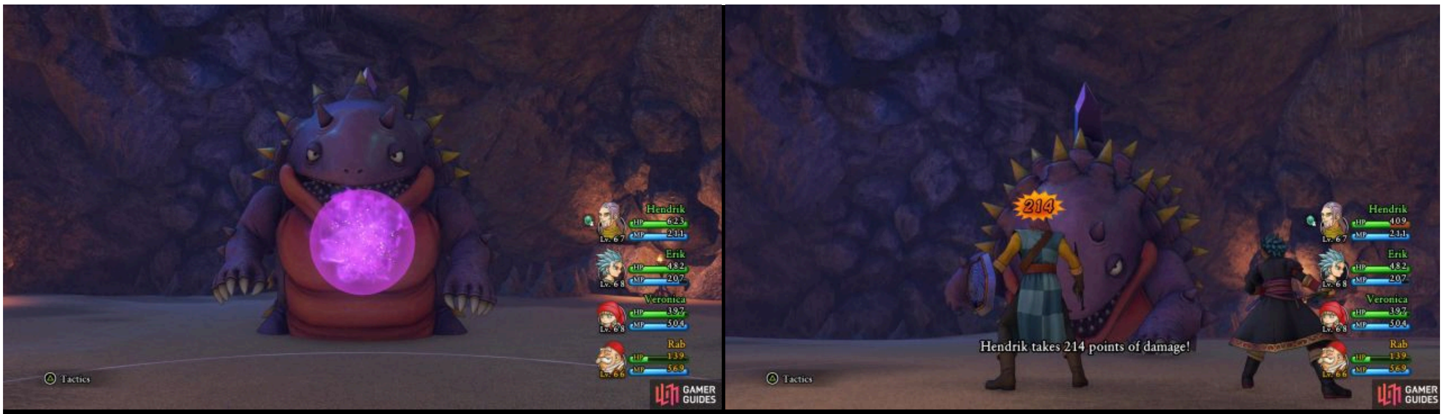
through, and Eleven can only just make out the words 'Ye Drustaniad: Secrets of ye Firmament' on the faded, threadbare cover.

GAMER GUIDES

④ you'll also find the final Drustan Tome to the north of Level 3.

Zoom back to Angri-La next and speak to the monk outside the Inn to complete **Quest 57** and boost Rab's Magical Mending and Might by 50 as a reward. Call upon Cetacea and make your way back over to The Battleground.

Use the Guiding Light to remove the barrier and then make your way down to the Camp. Save your game and rest up before continuing down to B9 where you'll find an Ultimate Key door. Open it up and head inside to find a rather menacing monster you'll need to do battle with. Treat the Crystalotl as a boss, it has around 4800 HP and hits very hard. It will attack three times per combat round and will use abilities such as Snub to nulify any magic cast on it. Stick with physical attackers to deal damage here while Hendrick soaks up all of Crystalotl's attacks.



Hendrik takes 214 points of damage!

Snub will prevent you from using magic against Crystalotl (left), while his regular attacks hit hard without Buff. (right)

Following it's defeat, you'll obtain the **Harmonicrystal** while in the corner you'll find a chest containing a Recipe Book, **The Way of the War Goddess**. Finally, snag yourself some **Orichalcum** from the Ore gathering point before leaving (you can return here whenever you need more Orichalcum in the future). Zoom back to Havens Above once more and turn in **Quest 49** to increase Serena's Magical Mending by 100 as a reward.

The Remaining Seedlings

It's finally time to track down the last two Seedlings you were in search for. Call upon Cetacea and fly over to the Laguna di Gondolia Whale Way Station. Follow the path here all the way to the northwest where you'll find another Seedling, this one revealing more secrets of the past. Call Cetacea once more and this time fly to the Zwaardsrust Whale Way Station to the northeast. Follow the path north once again to find the final Seedling which, upon touching, will reveal more secrets. After all of the revelations you'll at last have a clue on how to reach the Dark One. Veronica and Serena will also learn Mighty Magic Burst, arguably the most powerful Pep Power in the game that comes at the expense of all of their MP.

Zoom to Havens Above and head for the Elder in the Place of Legends to obtain the **Wheel of Time** once more. Call Cetacea and head to the Lost Land, located behind the World Tree. Make your way through the Tower, using the cogs as you go along to reach the Spirit at the top.

Following the events, Cetacea will get a bit of an upgrade and you'll gain the power to access the Dark

One. There's one more order of business before you begin the battle however, the Drustan Trials await in Zwaardsrust.

Master of the Skies

Awarded for being fully prepared for the ultimate fight.

G 10

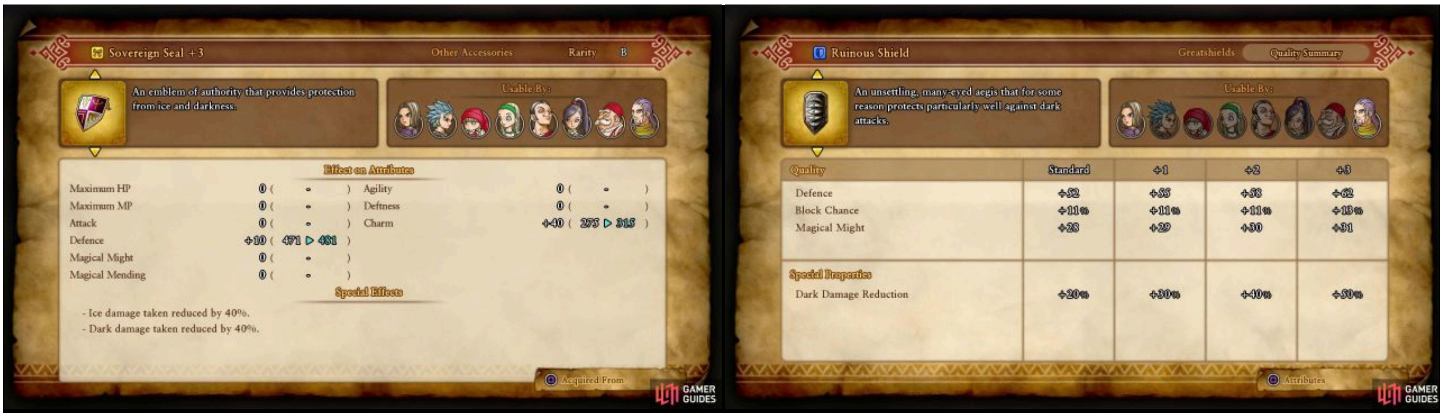
Walkthrough » Act III - Post Game

An Old Friend

Definitive Edition

The following content is only available in the Definitive Edition version of the game, so if you're playing the original, you can skip this page.

There is a little side story for Hendrik back at Heliodor Castle, so head there and go inside. Before doing this little side story, you will want to get Hendrik resistant to the dark element. You should have more than enough equipment during the final part of the game in order to get it high enough, or even 100% resistant to dark. This is because there is a one-on-one battle at the end and being resistant to dark will make it a lot easier. The Field Marshal's Finery offers 40% protection at +3, and the Ruinous Shield offers 50% protection at +3. Once you're ready, enter Heliodor Castle and speak to the guard in the main hall with a pink speech bubble, who will mention about a shadowy thing floating about the place.



An emblem of authority that provides protection from ice and darkness.

Effect on Attributes

Maximum HP	0 (-)		Agility	0 (-)
Maximum MP	0 (-)		Deftness	0 (-)
Attack	0 (-)		Charm	+40 (275 ▷ 315)
Defence	+10 (471 ▷ 481)			
Magical Might	0 (-)			
Magical Mending	0 (-)			

Special Effects

- Ice damage taken reduced by 40%.
- Dark damage taken reduced by 40%.

An unsettling, many-eyed aegis that for some reason protects particularly well against dark attacks.

Quality	Standard	+1	+2	+3
Defence	+52	+55	+58	+62
Block Chance	+11%	+11%	+11%	+13%
Magical Might	+28	+29	+30	+31
Special Properties				
Dark Damage Reduction	+20%	+30%	+40%	+50%

You should be able to make Sovereign Seals to help in the upcoming battle (left), The Ruinous Shield is a great item to help with dark protection (right)

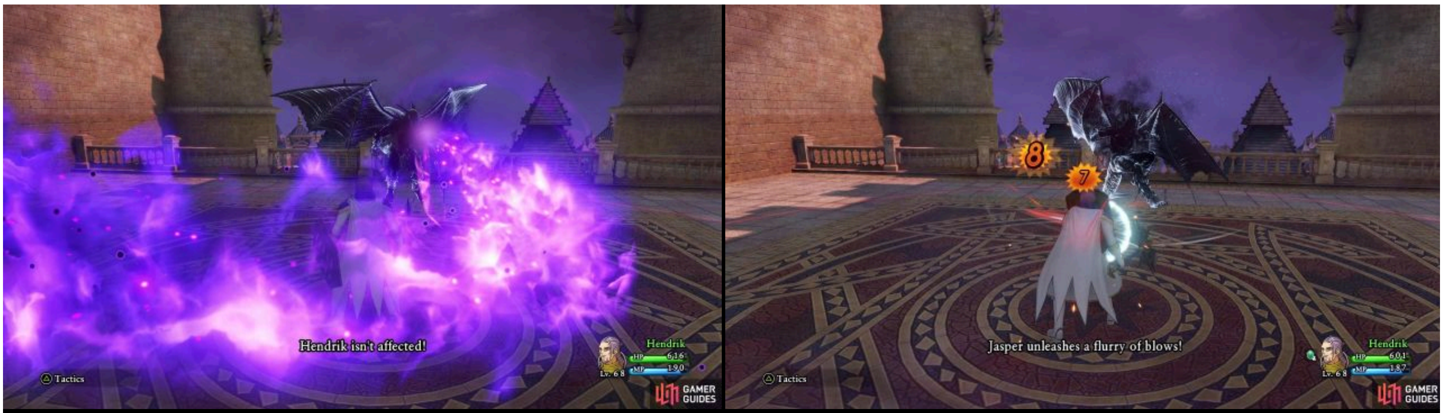
The last place it was seen was the courtyard, which is off to the left of the main hall, and where the Yggdrasil root is located. Go there now and you will see the shadowy figure, with you being told to touch the root. Do that to get a vision, which should pretty much tell you who the shadowy cloud is. The shadow will now move, so follow it back into the main room, before it ventures north. It will head east at the first intersection, then enter the dining hall. The shadow will continue into the small room on the left, so interact with it in front of the one shelf. The shadow will disappear now and Hendrik mentions going to Jasper's old room.

This is off the left side of the main hall, to the north of the courtyard; just look for the pink marker on your map. Go into Jasper's room and interact with the shadow, only for it to disappear once more. Read the journal on the table after it's gone to learn more about Jasper's true feelings from the past. Once you're done there, head back into the main hall to find the shadow, who will disappear when interacting with it. The shadow will move to right outside the throne room, then head upstairs. Follow it and it will eventually go outside to the balcony, which is where a cutscene will take place, as well as the battle.

BOSS - Shadow Jasper

The fight is one-on-one between Hendrik and Jasper, so depending on when you do this, it could be an easy battle or a harder one. Despite that, equipping items that protect Hendrik from dark will help immensely in mitigating damage, making things a lot easier. The fight is in three phases, with Jasper starting out in human form, with twin swords. He can attack normally, with it hitting twice, and will also slam a dark sword on you. Depending on how well built Hendrik is, you may be taking little to no damage, since he does have a lot of defense. If you feel like you need to heal at all, Hendrik does have access to Moreheal.

After taking enough HP off of Jasper's human form, he will transform into the Jasper Unbound form, which is the one with wings. Sometimes he will waste a turn "guffawing graciously," which is always nice. Besides his normal attack, he can toss a lance of darkness at you, which deals no damage if you're fully protected from dark. There is also a dark-breath attack, as well as a flurry of slashes. Note that Jasper can also remove your buffs with the disruptive wave here, so unless you need the buffs to survive, it's better to ignore them. Once enough damage has been done, Jasper reverts to his human form and the fight will be drawing to a close soon.


Hendrik isn't affected!

Jasper unleashes a flurry of blows!

The dark attacks won't do anything against you if you are protected against them (left), The flurry of attacks in the second form can put a hurting on you without buffs (right)

The third phase is the easiest, as Jasper is beginning to deteriorate here. The darkness consuming him will begin to damage him on its own, and the majority of his attacks will likely miss or not do much damage. Continue hitting him and the fight will end. Throughout the battle, depending on how you built Hendrik, you should be using your best single-target attacks. If using an axe, then Parallax is definitely the best option. Unbridled Blade is great for greatswords and for swords, there is Gyrfalcon Slash.

When you’ve won the battle against Jasper here, watch the scene that follows. This will bring a close to things and your reward will be the **Twin Eagle Armour**. While the armor itself is not the best, it is also a costume for Hendrik and if you plan on getting the platinum/all achievements for the Definitive Edition, you will need it.

The Drustan Trials

Return to the Warrior's Rest Inn and make your way to the Ruins to the west. Make your way down the western stairs to find the door with the glyph is now open, head through and take the portal. You'll find yourself in the Realm Between Worlds, head forward and save your game before stepping on the next portal.

Tip

Time does not move normally in the Trial areas, so if you wish to farm specific enemies that only spawn during day or night, then make sure it's that time of day before entering. It's best to wait until you have access to Trial Isle, as it acts as a Zoom location, and you can simply go to any campsite to change the time of day by resting.

Drustan's Labyrinth - Path to Trial Isle

Items	Area
Sacred Armor	North, behind the cabin, chest
Serpent's Soul	West, across the arch, chest
Psyche Swiper	East, chest

Sparkly Spots	Area
Ice Crystal, Glimmergrass, Colourful Cocoon	Northeast, Flower gathering point
Sunny Citrine	South
Royal Ruby, Artful Amethyst, Savvy Saphire	South, Ore gathering point
Equable Emerald	West
Cumulonimbough, Sparkly Sap, Avabranche	North, Tree gathering point
Ethereal Stone	North

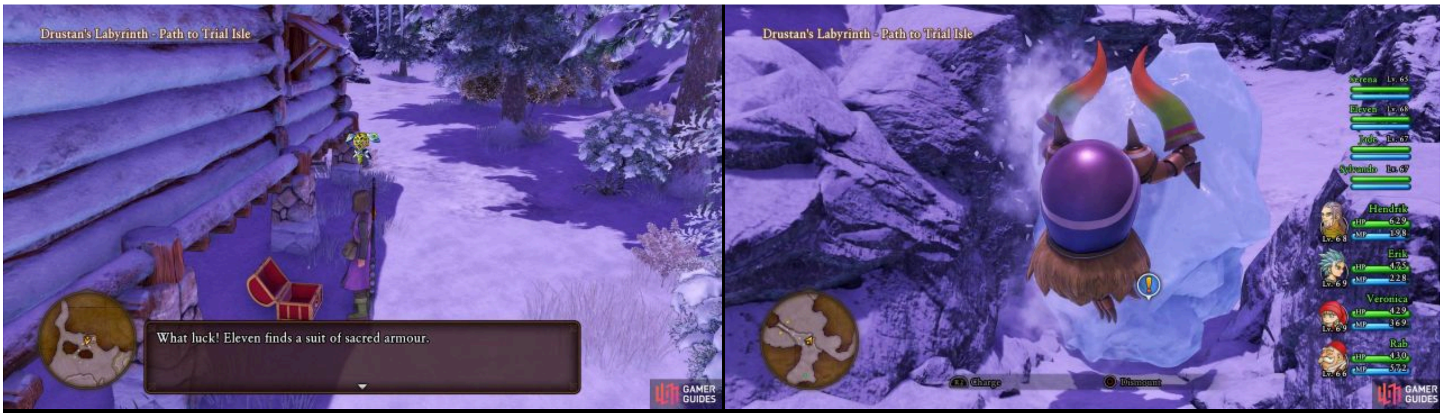
New Monsters	HP
Noble Dragon	~2200
Hooperman	~1039
Vicious Silver Sabrecat	~651
Vicious Terrornodon	~406
Vicious Dullahan	~863
Vicious Headless Horseman	~1103
Vicious Metal Dragon Slime	~386
Vicious Snowgre	~1323
Vicious Gigantes	~1447
Vicious Brollygarch	~359
Vicious Steel Siren	~461
Vicious Hoodlum	~939
Vicious Silhouette	~297

The path to Trial Isle takes the form of the Snaerfelt Region however all the items, Sparkly Spots and monsters are all different. Turn around from your starting position to find a Flower gathering point containing a **Glimmergrass**, **Ice Crystal** and **Colourful Cocoon**. Follow the path west to the cabin and search behind it to find a chest containing a suit of **Sacred Armor**. There's a bed you can use to recover your HP and MP should you need it during your time here.

Tip

The Noble Dragons rare steal is the Shasmir of Light, one of the strongest Swords in the game, be sure to fight any you come across.

Take the path to the southwest and follow it until you reach the southern part of the area. Head up the small ledge under the arch to find a Sparkly Spot containing a **Sunny Citrine**. Head to a small platform the west of this to find a portal you can take, this will transport you to the upper ledges to the south.


Drustan's Labyrinth - Path to Trial Isle
Drustan's Labyrinth - Path to Trial Isle
Serena
Eleven
Jade
Sylvando
Hendrik
Erik
Veronica
Rab
Charge
Dismount

What luck! Eleven finds a suit of sacred armour.

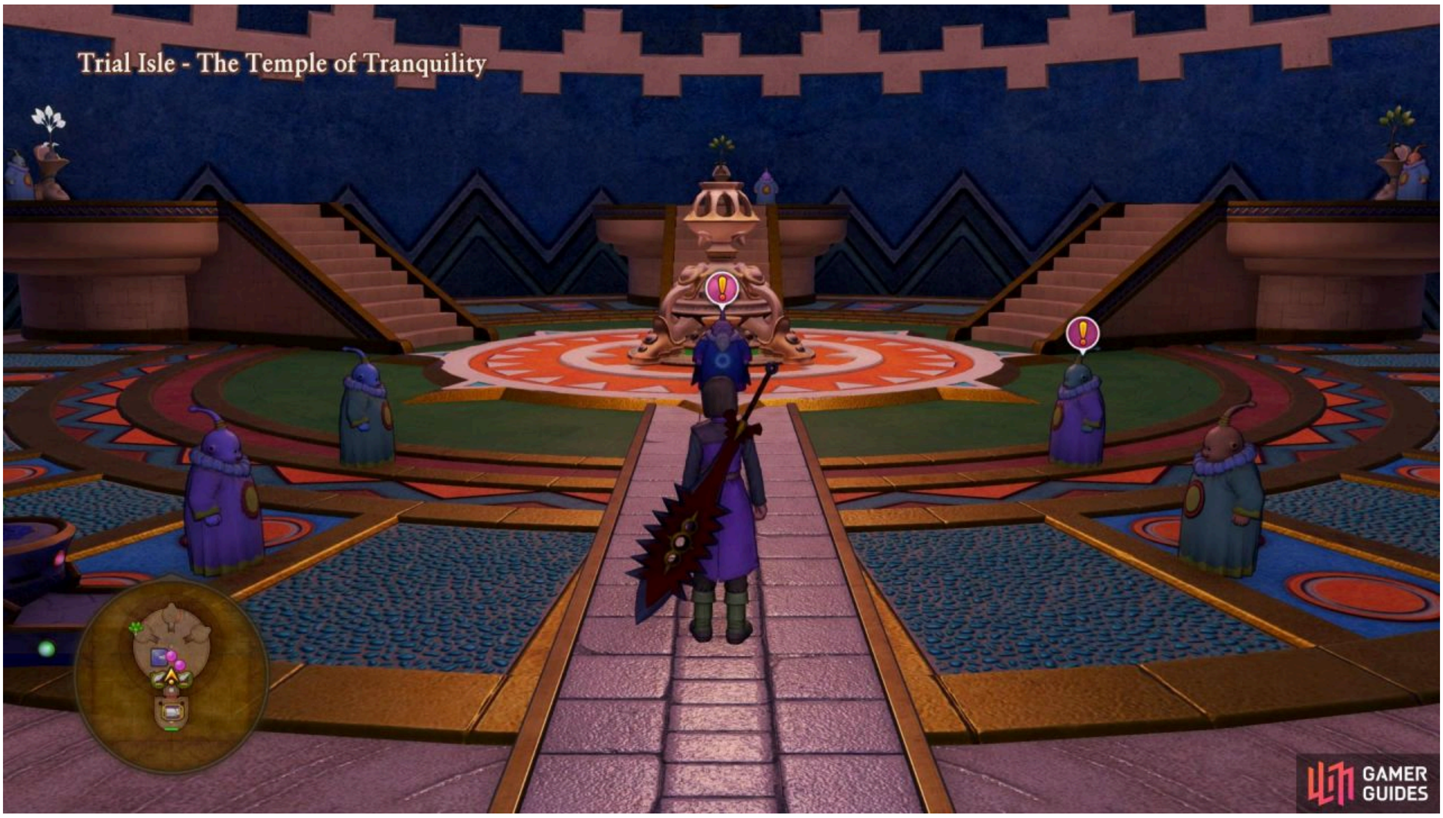
You'll find the first chest behind the cabin to the north (left), you'll need to use the Visor Kaiser mount to reach the upper area. (right)

Head west along the arch to find an Ore gathering point containing a **Royal Ruby**, **Artful Amethyst** and **Savvy Saphire**. Defeat one of the glittering nearby Visor Kaisers and mount it, breaking the Ice nearby to reach the lower area once more. Return to the narrow path to the northwest and break more Ice to your right to reach the upper area again.

Go south and dismout to head onto the ledge and find a Sparkly Spot containing an **Equable Emerald** before crossing the small bridge north of this location to find a chest containing a **Serpent's Soul**. Continue to follow the path north and then drop down to the ledge below to find a Tree gathering point containing a **Cumulonimbough**, **Avabranche** and **Sparkly Sap**. Follow this ledge to the west to find the final Sparkly Spot containing an **Ethereal Stone** before making your way back up to the upper ledges you just dropped from.

Cross over towards the direction of where the Royal Library stands in Erdrea and follow the cliff around to the east to find the final chest containing a **Psyche Swiper**. Head into the structure where the Royal Library stood to find another portal leading back to the Realm Between Worlds. Save your game and then head through the next portal to find yourself in a new area.

Trial Isle

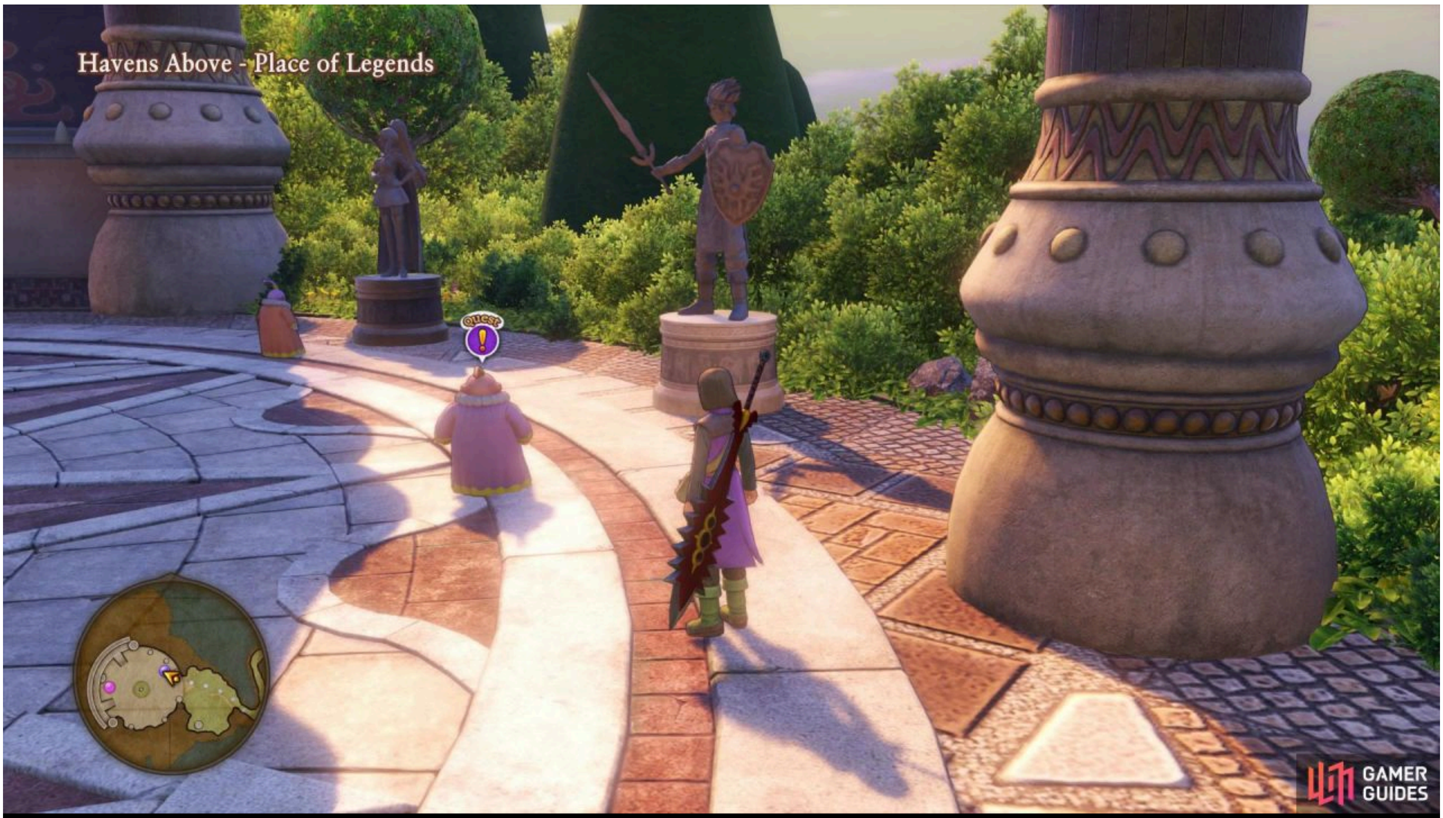


Tickington

On the northern side of Trial Isle, you will find a Tockle that gives you the pastword to the **Tantegel Castle** area.

Head forward and enter the Temple of Tranquility to find the Watcher's have taken up residence. You'll find a Perfectionist Pearl shop, the Fun-Sized Forge, a Bank and a new Item shop. There's a new Shield for Hendrick in the form of the Goddess Shield but more importantly, there are some fantastic materials for sale, many of which you'll need for the best equipment in the game. Take the time to use the Forge to create some more powerful equipment while you're here.

This area will act as a hub for your final challenges with each of the Seedlings granting access to a particular Trial. Note that you can also Zoom to this location now so if you wish to leave and tend to other matters you can now do so easily. This is a good time to Zoom back to the Havens Above and head to the Place of Legends, you'll find a Watcher here looking for help. Agree to assist him to begin **Quest 60 - Lost Lovers**, you'll find the item in the trial you're about to head to. When you're ready, head to the western Seedling and touch it to access your first Trial.



Return to Havens Above to accept this quest before starting the first Trial.

The Disciple's Trial - The Cruel Crypt

Items	Area
Mini Medal x2	Upper Level, Northeast room, chest
Kings of the Rings	Lower Level, southeast, chest
Erdwin's Bracelet	Lower Level, southwest, chest
Seed of Skill (Vicious Mimic)	Upper Level, central room, chest
Agate of Evolution	Upper Level, Southwest, chest

Sparkly Spots	Area
Gold Nuglet	Northwest
Densinium	Upper Level, south

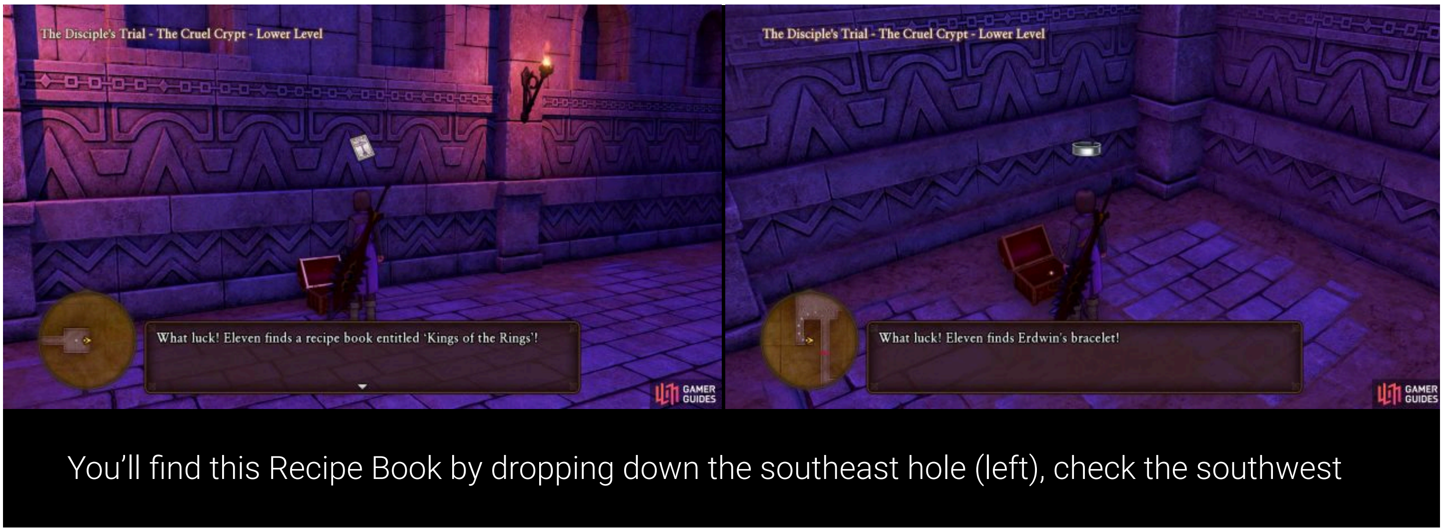
New Monsters	HP
A3G15	~681
Vicious Overkilling Machine	~980
Umbra	~604
Vicious Chasmonaut	~467
Vicious Heavy Hood	~975
Vicious Bad Hare	~459
Vicious Bloody Hand	~333
Vicious Mimic	~2500
Vicious Penny Pincher	~434
Phoenix	~587
Vicious Cureslime	~291

You'll find yourself in an altered version of the Cryptic Crypt, starting from the cells. Your objective is to reach the "???" to the south but be sure to loot the area of all its spoils, there are many great items to find in these trials.

Warning: Beware!

Many of the monsters in the Trials will start dropping Mini Medals as their common drop along with other rare materials and weapons, be sure to take the time to fight monsters.

Follow the linear path south until you reach the first intersection and head west to find a Sparkly Spot containing a **Gold Nuglet** before heading east to reach the first large room. Head into the northeast room here to find a chest containing two **Mini Medals**. Follow the path all the way to the southeast until you drop down to the floor below. Turn around to find the next chest containing a Recipe Book, **Kings of the Rings** which will allow you to forge the best rings in the game. Equipping two Catholicon Rings will make the wearer almost immune to all status ailments.


The Disciple's Trial - The Cruel Crypt - Lower Level
The Disciple's Trial - The Cruel Crypt - Lower Level
GAMER GUIDES
GAMER GUIDES

What luck! Eleven finds a recipe book entitled 'Kings of the Rings'!

What luck! Eleven finds Erdwin's bracelet!

You'll find this Recipe Book by dropping down the southeast hole (left), check the southwest corner while below to find the Bracelet for Quest 60. (right)

Follow the path and unlock the door to find a room full of Slot Machines, only two of these are Penny Pinchers while the rest all contain Casino Tokens. Regardless if you fight or not, head to the southwest corner to find a chest containing **Erdwin's Bracelet**, the item needed for **Quest 60**. Defeat a glittering Vicious Demonrider and mount it, climbing back to the Upper Level. Ignore the first path south and take the second to find a chest containing a Vicious Mimic, defeat it to obtain a **Seed of Skill**.

Take the northern exit out of this room (the western exit leads to a hole) and take the first southern path now, following it to the end where you'll find the final chest containing an **Agate of Evolution**. Follow the path east to drop down another hole and then use the ladder to the south to return to the Upper Level. Continue south and across the next intersection to find the final Sparkly Spot containing a **Densinium** before using the portal to the south. Save your game in the Realm Between Worlds and then use the portal to reach a new area.

The Disciple's Trial - The Eerie Valley

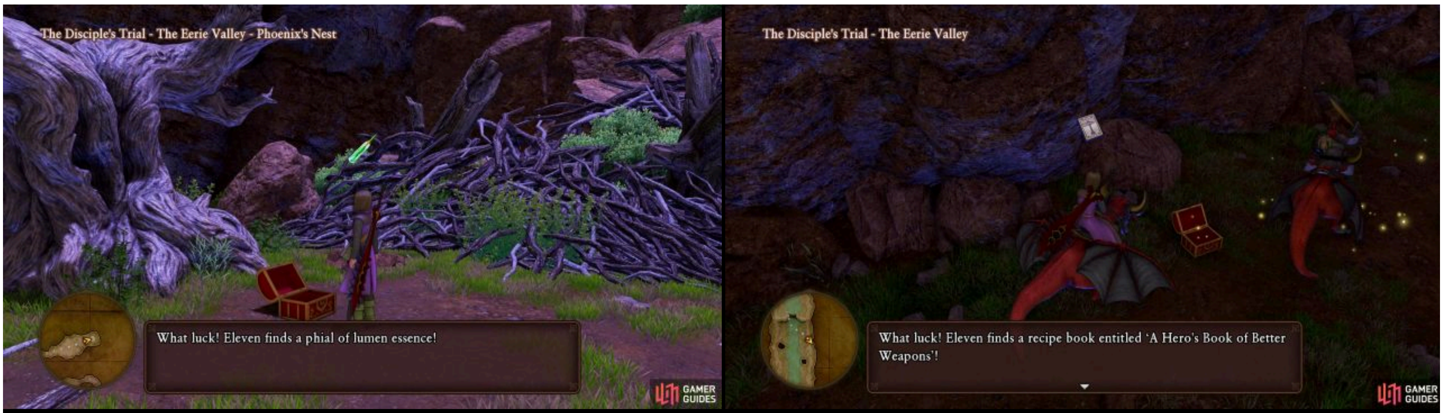
Items	Area
Lumen Essence	Phoenix's Nest, chest
Mini Medal x3	Central stream, chest
A Hero's Book of Better Weapons	Southern golden barrier, chest
Devilry Drinker	East, ledge above caves, chest
Drustan's Helm	Eastern caves, chest
Fire Ball x3	Southwestern cave, chest

Sparkly Spots	Area
Cumulonimbough	North
Red Wood	Central stream
Dracolyte	Abandoned Campsite
Cumulonimbough	South
Dieamend	Eastern caves
Cumulonimbough	East of the central stream
Orichalcum, Densinium, Bright Rock	West, Ore gathering point

New Monsters	HP
Gaia Dragon	~1859
Vicious Dread Dragooner (Mount)	~546
Vicious Gryphon	~490

New Monsters	HP
Vicious Cheater Cheetah	~863
Vicions Bobonga	~815
Vicious Cosmic Chimaera	~451
Vicious Sail Serpent	~551
Vicious Octopot	~357
Vicious King Crab	~ 532
Vicious Lobster Mobster	~627
Vicious Gold Drohl	~481

You'll find yourself in an altered version of the Eerie Eyrie, your objective is the portal to the southwest after you've looted all the items. Begin by heading west up the ledges to find a chest containing a phial of **Lumen Essence**, an Important Item that can be used in Hotto. Head south and throw the vine down to allow you to reach the lower area but before you head down there, nab the Sparkly Spot in the cave to your west containing a **Cumulonimbough**.


The Disciple's Trial - The Eerie Valley - Phoenix's Nest
The Disciple's Trial - The Eerie Valley

What luck! Eleven finds a phial of lumen essence!

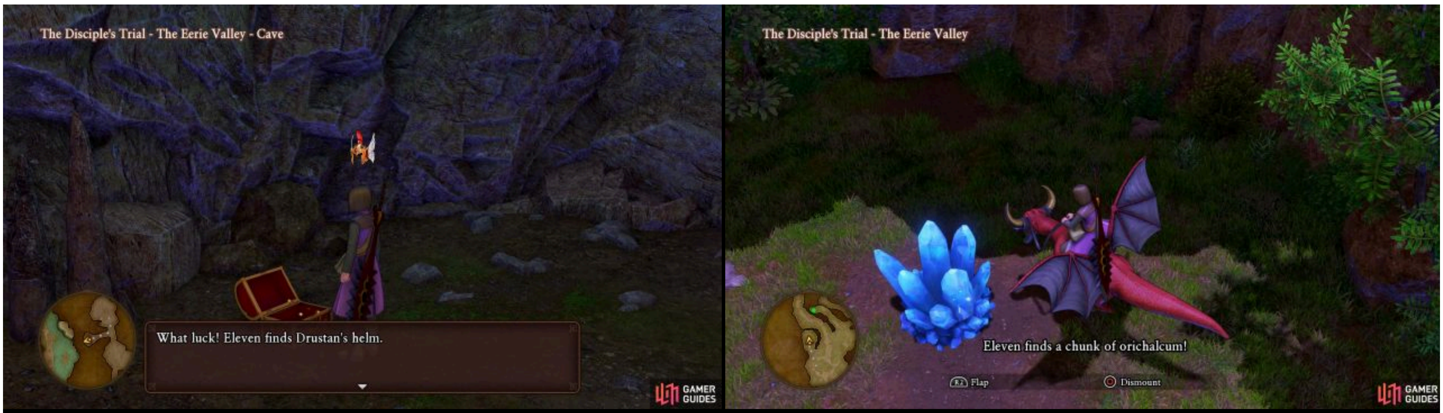
What luck! Eleven finds a recipe book entitled 'A Hero's Book of Better Weapons'!

Search where the Purple Orb was to find the Lumen Essence (left), this Recipe Book will provide the next level of upgrades for the Evolution Weapons. (right)

Climb down the vine and defeat one of the Vicious Dread Dragooners and mount up. Fly onto the ledge to the east to find a chest containing three **Mini Medals** and then fly to the south end of the stream to find a Sparkly Spot on a ledge containing **Red Wood**. While still mounted, fly east and check on the ledge to the south of the Abandoned Campsite to find another Sparkly Spot, this one containing a **Dracolyte**.

Continue southeast towards the golden barrier to find a chest containing a Recipe Book, **A Hero's Book of Better Weapons** which will allow you to forge the Evolution weapons further. Fly north from here and onto the ledges above the cave to find a Sparkly Spot containing another **Cumulonimbough**. Follow these ledges to the end to find another chest, this one containing a **Devilry Drinker**.

Dismount and enter the caves, following the path to the first intersection. Take the southeast passage to find a Sparkly Spot containing a **Dieamend** and then go north to the next intersection. Take the west passage here to find the next chest, this one contains **Drustan's Helm**, equip this on Hendrick right away. Follow the northern path out of the caves and grab the Sparkly Spot containing yet another **Cumulonimbough** along the way before dropping back into the stream below to grab another mount.



What luck! Eleven finds Drustan's helm.

Eleven finds a chunk of orichalcum!

The Disciple's Trial - The Eerie Valley - Cave
The Disciple's Trial - The Eerie Valley
Flap
Dismount
GAMER GUIDES
GAMER GUIDES

This Helm is the first part of Hendrick's best armor set (left), you'll find Orichalcum in this gathering point. (right)

Fly to the far south of the central stream and head up to the western path of the Valley. Continue south into a cave to find the final chest containing three **Fire Balls** and then follow the path north while keeping to the western wall to find an Ore gathering point containing a **Densinium**, **Bright Rock** and **Orichalcum**. Take the northeastern passage in this open area now to find the portal leading out of the Valley and back to the Realm Between Worlds.

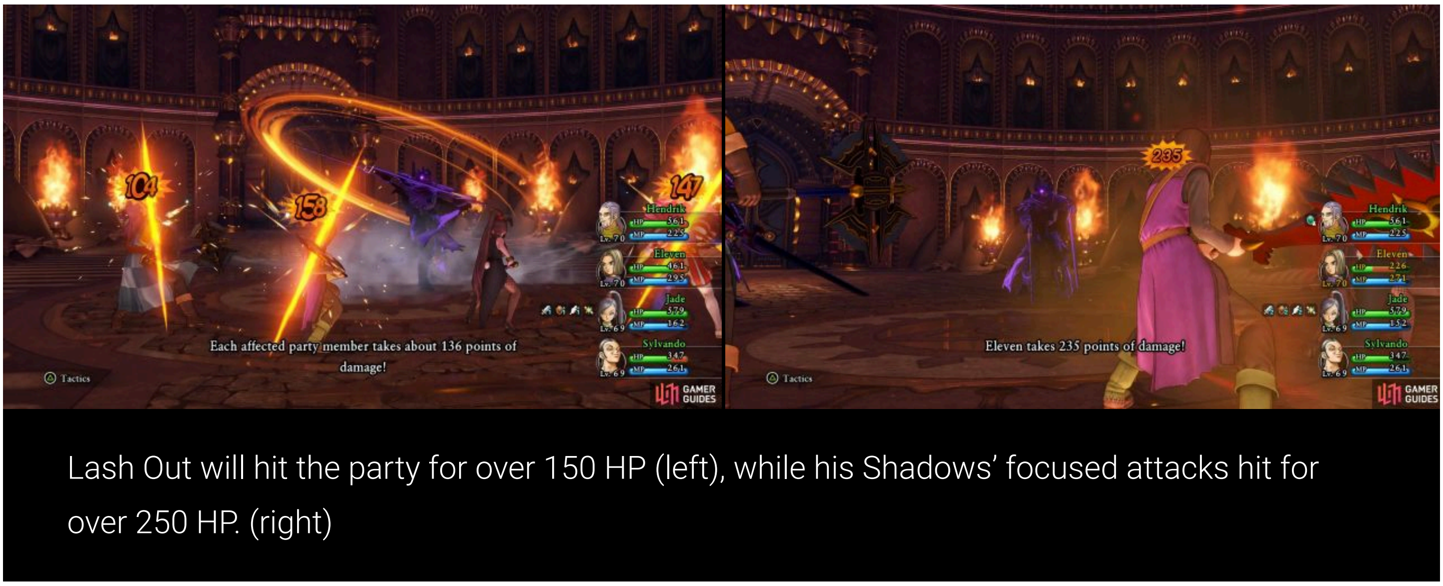
Make use of the Goddess Statue to heal up and save your game before stepping through the next portal. Proceed forward to the statue of Morcant to meet with the Warrior King Drustan at long last. He will explain the purpose of the Trials and you'll receive the rules of the first battle, the boss must be defeated in no more than 25 turns (each party member's turn will count as one).

Boss: Blind Hatred (25 Turns)

Blind Hatred draws near!

GAMER GUIDES

Blind Hatred is a more fearsome version of Tyriant that you fought back in the beginning of Act II. He now has 4200 HP and how you fare in this battle is down to your Level, attempt this without doing any of the events in Erdrea then you'll struggle otherwise it should be a breeze at Levels 65+. He can still summon Shadows, of which they now have 900 HP and his Lash Out attack will hit the party for over 150 HP. When the Shadow is out, be sure to take it out as quickly as possible, his focused attacks can hit for over 250 HP on one party member.



Each affected party member takes about 136 points of damage!

Eleven takes 235 points of damage!

Lash Out will hit the party for over 150 HP (left), while his Shadows' focused attacks hit for over 250 HP. (right)

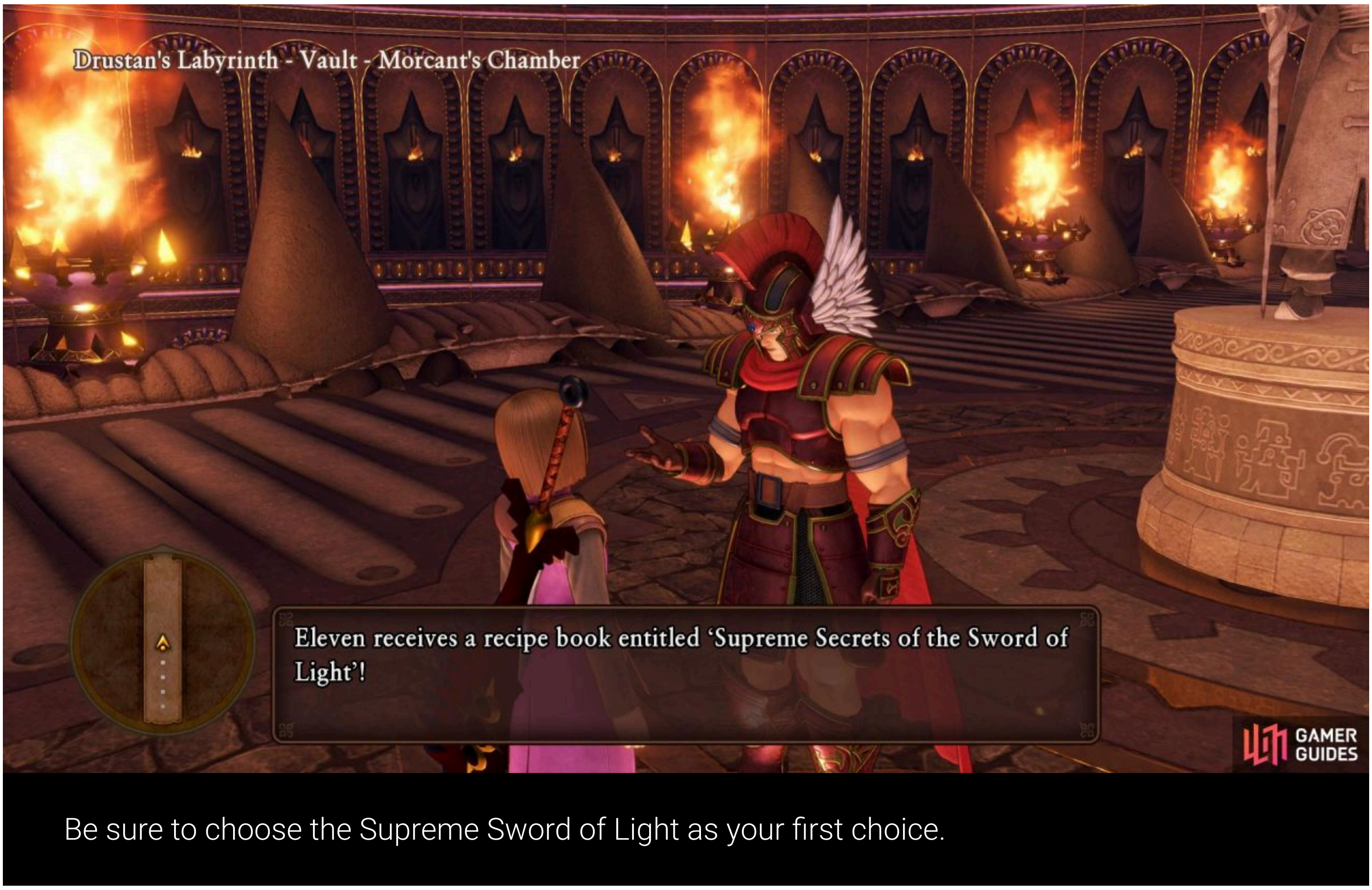
Hendrick should be a given at this point, have him tank by using the Immense Defense and Forbearance combo. The Hero continues to be useful in either using Sword Dance or making use of his spells to support the group. Jade and Erik are both useful here, Re-Vamped Multifeet is as useful as ever and

Erik's Divide Pursecutter (provided you get Poison to land) is devastating, even more so with Oomphle on him. Finally, Sylvando is great to take along with Jade, Ladies First making Jade even more devastating and allow you to take Blind Hatred out quicker.

Following your victory, Drustan will provide you with a wish from five choices, the wishes are as follows:

- Super Powerful Weapon! - This will grant you the Recipe for the Supreme Sword of Light and is needed for a Trophy.
- Enter a top-level horse race! - This will unlock the Black Cup at Gallopolis and allow you to farm Mini Medals.
- A copy of Oogler's Digest! - This will grant you the Digest as an accessory which increase Pep rate.
- Gemma and I were married! - This will marry the Hero and Gemma and is purely a story based choice although it is requried for a Trophy.
- Change Serena's hairstyle! - This will grant you the Ring of Changes which will change her hair back to her short hair from Act II, also required for a Trophy.

Finally, obtain all five wishes (this will be detailed later) to obtain a Recipe Book for the final form of the Evolution Weapons, the best in the game. To begin with, choose the Super Powerful Weapon wish to obtain the Recipe Book, **Supreme Secrets of the Sword of Light** along with a **Seed of Deftness** as a reward.



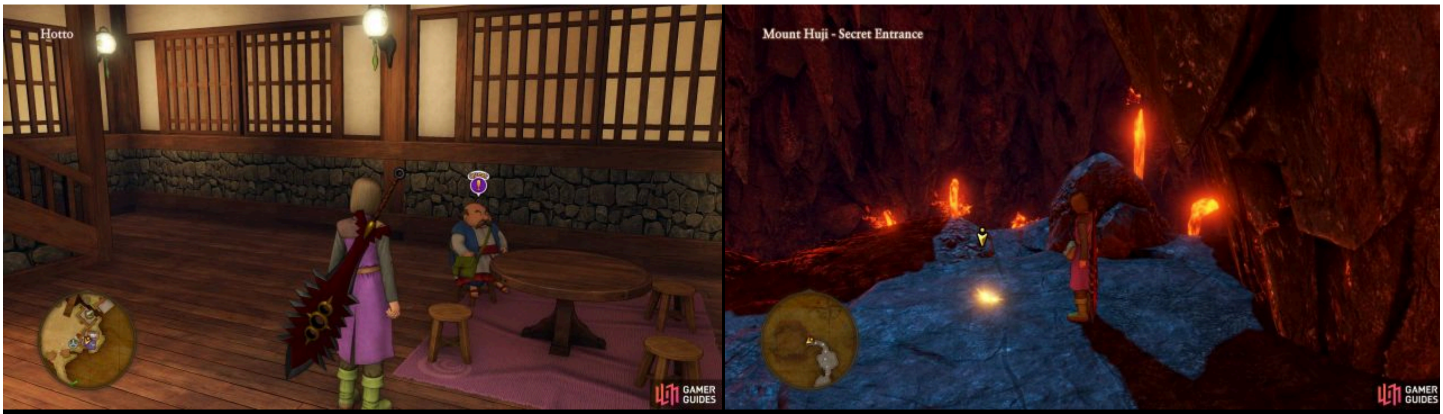
Eleven receives a recipe book entitled 'Supreme Secrets of the Sword of Light'!

Be sure to choose the Supreme Sword of Light as your first choice.

You'll be returned to Trial Isle following this with the Sage's Trial now unlocked. Before rushing off to do this however, now is a good time to begin the process of forging your new weapon. Zoom to Havens Above first to turn in **Quest 60** and power up the Hero's Splitter abilities before making your way to Hotto.

Forging the Supreme Sword of Light

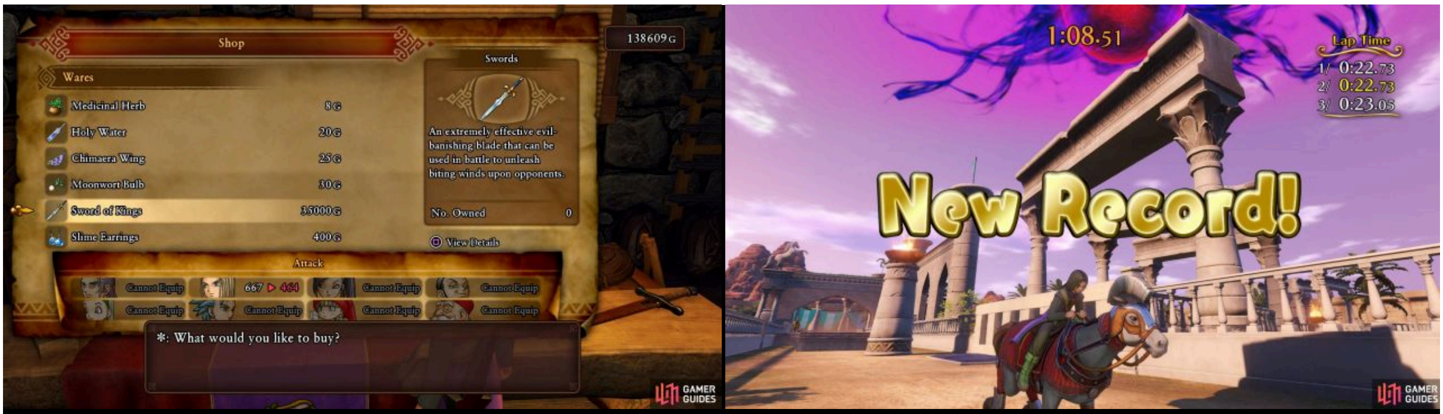
First things first, head to the Inn to find a man looking for help, accept his request to begin **Quest 59 - The Legendary Treasure of Legend**. Head over to the western Item shop now and speak to the man outside to learn he is looking for some Orichalcum, agree to sell it to him and he will set off on forging his legendary blade. Leave him be for now and make your way over to Mount Huji.



Accept this quest in the Hotto Inn (left), you'll find the treasure nearby, at the end of the path from the Secret Entrance of Mount Huji. (right)

Take the eastern path here and enter Caldera via the Secret Entrance. Follow the linear path to the end to find a golden Sparkly Spot containing the chest of **Hotto Stuff**. Evac back to the entrance and enter Caldera from the entrance to the north. Grab a Malicious Viser Kaiser mount in the Lower Area and use it to access the inner area where you fought Tatsunaga in Act II.

Speak to Miko to hear the tale about her cursed son again and she will mention that a drop of Lumen Essence will light up the mirror. Hand it over to her (you should have picked this up in the Disciple's Trial) to heal her son. Back in Hotto, return to the Inn and hand over the Hotto Stuff to the man to complete Quest 59 and obtain three **Uber Agates of Evolution**. Head over to the western Item shop to discover that the **Sword of Kings** is now on sale so be sure to buy it (it's an ingredient for the Supreme Sword of Light). Make your way to Miko's Shrine now and speak to her within to obtain the **Crucible Key** while Ryu will hand over the **Thousand-fold Katana**, an exclusive Sword for Erik.



Wares	
Medicinal Herb	8G
Holy Water	20G
Chimaera Wing	25G
Moonwort Bulb	30G
Sword of Kings	35000G
Slime Earrings	400G

An extremely effective evil-banishing blade that can be used in battle to unleash biting winds upon opponents.

*: What would you like to buy?

1/ 0:22.73
2/ 0:22.73
3/ 0:23.05

The Sword of Kings should now be on sale (left), aim for a Lap Time of around 22-23 seconds to win the race. (right)

Zoom to Gallopolis now and head to the Racetrack to find some new Cups have opened up. You'll have to win the Easy Gold Cup to unlock the Platinum Cup where the reward for the Easy race is the **Forging Hammer**. The races shouldn't be too hard on the Easy difficulty as long as you remember to stick to the insides of the track and hit the gusts of wind along the way. The rest of the rewards for the races are not as useful as your current equipment so ignore them unless you wish to do them for fun (there's no Trophy related to Horse Racing).

Finally, Zoom over to Sniflheim and head inside the Castle to speak to Krystalinda. You should have two Serpent's Souls on you, exchange them for Crimsonites. IF you need more Serpent's Souls, head to the Dundrasil ruins and steal from the Royal Reptiles for more. Make sure you have an Orichalcum on hand (if you need more, head to Battleground's B9, behind the Ultimate Key door) and head to the Crucible, found on Mount Huji. Using the Crucible, you should be able to forge a new **Sword of Light** to go alongside your Super Sword of Light. Return to Trial Isle now and access the Forge to create the **Supreme Sword of Light** and unlock a Trophy.

Swordsmith of Light

Awarded for crafting the finest of all weapons with the Fun-Size Forge.

G 10

At this point, if you've learnt Gigagash and Sword Dance then you'll want to change the Hero to dual-wielding Swords. Equipped with the Super Sword of Light and the Supreme Sword of Light +3 (you may have to wait until you have more Focus Points to achieve this) is the best combination for the Hero. With that side project out of the way, head to the Seedling in the middle to begin the next Trial.

The Sage's Trial - The Fierce Forest

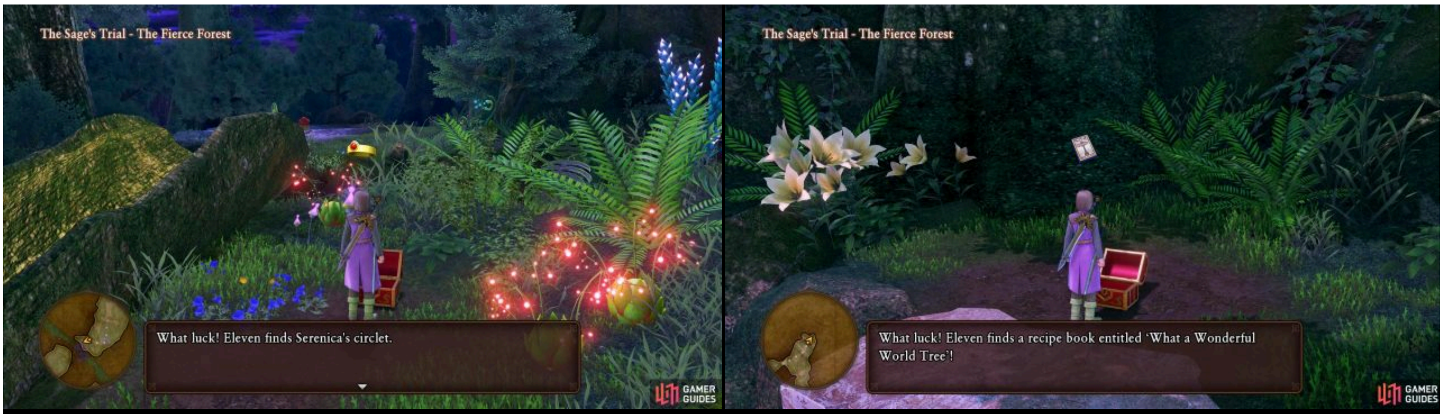
Items	Area
Serenica's Circlet	East (ignore the portals at the top), chest
Uber Agate of Evolution	Central cave, chest
What a Wonderful World Tree	Northwest, chest
Mini Medal x3	Central, chest
The Fandom of the Opera	Southeast, chest

Sparkly Spots	Area
Night Stick	North
Spectralite	Northwest
Red Wood	East
Spectralite	Southwest
Technicolour Dreamcloth x2, Yggdrasil Leaf	Northwest, Flower gathering point
Night Stick	Central

New Monsters	HP
Godsteed	~768
Infernal Serpent	~1747
Vicious Bomboulder	~591
Vicious Scourgette	~484
Vicious Prowler Jowler	~1183
Vicious Old Man of the Sea	~403
Viicious Ursa Major	~527
Vicious Rantingen Raven	~537
Vicious Kisser	~315
Vicious Hardy Hand	~12
Vicious Skelegon	~941

This time, your location is an altered version of the First Forest and your objective is to the west. Begin by heading down the path and ignoring the two portals for now, dropping down to the north. Drop down the hollowed out tree in front of you and grab the Sparkly Spot containing a **Night Stick**. Take a west at the intersection and search behind the large tree to find a Sparkly Spot containing a **Spectralite**.

Follow the path east at the intersection and grab the next Sparkly Spot on the platform containing a **Red Wood**. Follow this path to the end to find a chest containing **Serenica's Circlet**. Make your way back to the two portals at the beginning and take the northern one. Head into the cave behind you to find a chest containing an **Uber Agate of Evolution** and then head out the west exit. Follow the path north while keeping to the eastern wall to find a Sparkly Spot near the water containing another **Spectralite**.


The Sage's Trial - The Fierce Forest
The Sage's Trial - The Fierce Forest
GAMER GUIDES
GAMER GUIDES

What luck! Eleven finds Serenica's circlet.

What luck! Eleven finds a recipe book entitled 'What a Wonderful World Tree'!

Ignore the portals to find the first piece of Serena's best armor set (left), this Recipe Book will contain a costume for Rab. (right)

Follow this path to the end and climb the vine to the east to find a chest to the north containing a Recipe Book, **What a Wonderful World Tree** while to the south you'll find a Flower gathering point containing two **Technicolour Dreamcloths** and a **Yggdrasil Leaf**. Make your way back to the two portals from earlier and this time take the southern one.

Head northwest from your starting position to find a chest in the water containing three more **Mini Medals**. Follow the path to the first intersection and head northeast to find a Sparkly Spot containing a **Night Stick**. Return to the intersection and head south before heading west at the next intersection, you'll find a chest here containing another Recipe Book, **The Fandom of the Opera**. Follow the path east to a portal, heading straight forward to another portal after to exit the Fierce Forest. Rest and save your game at the Goddess Statue before proceeding to the next area.

The Sage's Trial - Hoarder's Keep

Items	Area
Drustan's Shield	Level 2, north, chest
Gold Bar	Level 2, southwest, chest
Eternal Elegance	Level 1, south, chest

Sparkly Spots	Area
Gold Nuglet	Level 2
Gold Nuglet	Level 1

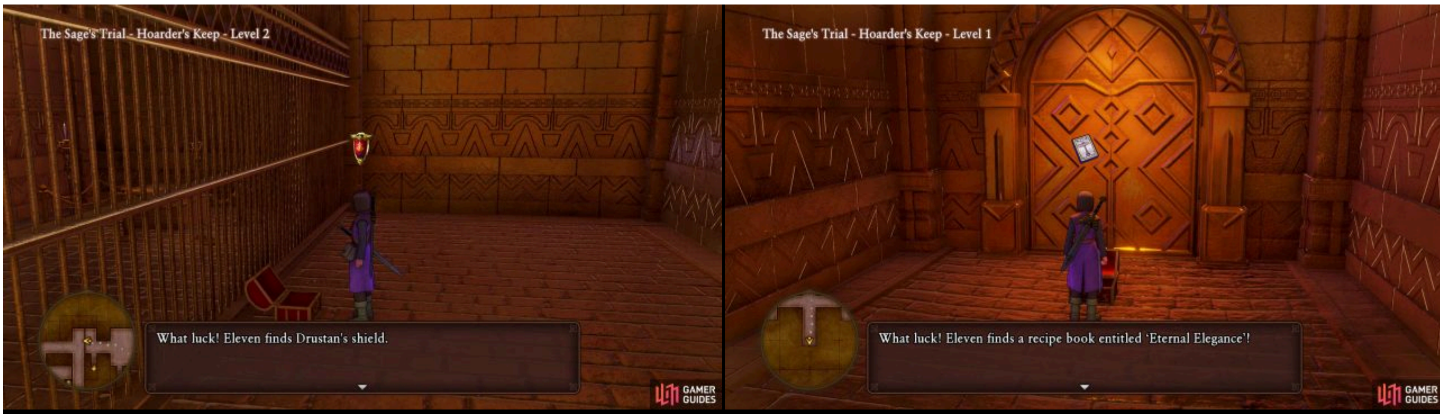
Sparkly Spots	Area
Agate of Evolution	Level 1

New Monsters	Area
Vicious Metal Dragon	~1001
Mechan-O'-Wyrm	~1251
Golden Goliath	~1720
Vicious Infernal Armour	~1222
Vicious Ghoul	~1222
Vicious Lurid Lumpling	~482
Vicious Gold-Plated Puppet	~417
Vicious Lump Shaman	~466
Vicious Gyldenbritches	~1262
Vicious Gyldenaut	~583
Vicious Skeleton Swordsman	~761
Vicious Skelegon	~941
Vicious Ham Shamwitch	~437
Vicious Whackolyte	~459
Vicious Hyperpyrexion	~889
Vicious Gold Golem	~1241
Vicious Token Taker	~510

You'll find yourself in an altered version of The Gyldenhal, starting from the Throne Room with your objective being the canon room. Begin by exiting the Throne Room via the door to the south and head around the edge of the room to reach the stairs down to Level 2. You'll find a Sparkly Spot in the corner containing a **Gold Nuglet** and then open the next two doors.

At this intersection, take the stairs to the west down to Level 1 and then grab the Sparkly Spot in the corner containing another **Gold Nuglet**. Take the eastern stairs back up to Level 2, follow the path and ignore the stairs to the south to find a chest in the corner containing **Drustan's Shield**. Take the nearby stairs down to Level 1 and unlock the two doors south of your location to create a shortcut to the central room.

Back where you came down the stairs, you'll find a room of slots, three of these are Vicious Token Takers while the rest contain different denominations of Tokens. You can use Erik's Peep spell to see which of them they are, the one's with a Reddish Light are the ones to avoid. Open the two sets of doors to the east and west and then follow the west path around to a set of stairs in the southwest corner.


The Sage's Trial - Hoarder's Keep - Level 2
The Sage's Trial - Hoarder's Keep - Level 1
GAMER GUIDES
GAMER GUIDES

What luck! Eleven finds Drustan's shield.

What luck! Eleven finds a recipe book entitled 'Eternal Elegance'!

This is Hendrick's best Shield in the game (left), while this contains the recipes for Veronica's best armor in the game. (right)

Take these stairs up to find a chest containing a **Gold Bar** and then return back downstairs and open the eastern door to reach the entrance. Open the two doors to the north leading back to the central room and then search to the south to find the final chest containing a Recipe Book, **Eternal Elegance** which contains Veronica's best armor. Open the eastern door and follow the path north through the next door to find a Sparkly Spot containing an **Agate of Evolution**.

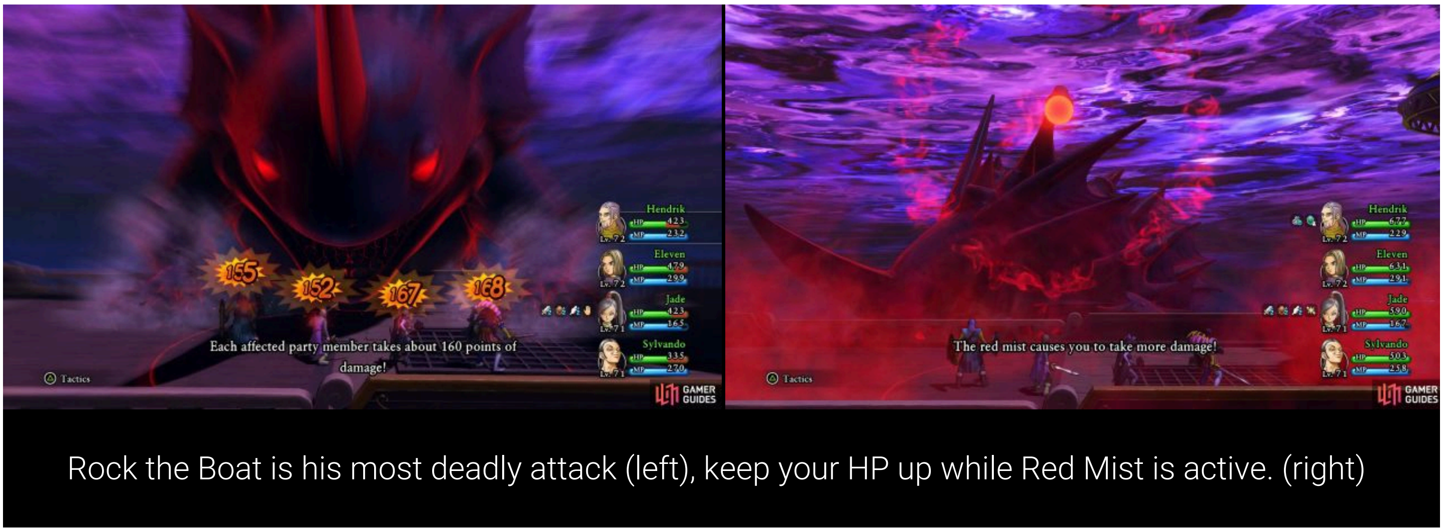
Return to the stairs you just passed and take them up, following the linear path to the end where you'll find the exit portal. Use the Goddess Statue to recover and save your game before heading through the next portal to reach Drustan once more and your next boss.

Boss: Unfathomable Anger (30 Turns)

Unfathomable Anger draws near!

GAMER GUIDES

The boss this time is another Spectral Sentinel rematch, this time against Alizarin. His HP has increased to 7500 so you'll want Sap on him to increase your damage, remember this is a race to finish within 30 turns. Hellfire deals around 100 HP on one party member and Rock the Boat will hit the entire party for around 150 HP with the chance to knock them over for a turn. His regular attacks still hit hard and he still has the ability to use Crimson Mist, increasing all damage from him.



Each affected party member takes about 160 points of damage!

The red mist causes you to take more damage!

Rock the Boat is his most deadly attack (left), keep your HP up while Red Mist is active. (right)

Hendrick, now with Drustan's Shield, should be able to block most attacks using the Immense Defense and Forbearance combo. The Hero should Sword Dance while Jade with a double Re-Vamped Multifeet should be doing at least 1000 damage at this point, with Sylvando passing her turns to make her even more deadly. As long as you keep Forbearance up with Hendrick, you shouldn't have too much problems with Alizarin as he's one of the more easier Trial battles.

With the battle won, you'll have the opportunity to select another wish. None of the choices are overly great, the Horse Race allowing you to farm Mini Medals should you wish. Selecting to marry Gemma will unlock a Trophy however so consider going with that for now. You'll also obtain a **Seed of Defense** from Drustan for your victory and be returned to Trial Isle once more.

If you chose to marry Gemma this time, head back to Cobblestone and speak to her in your Home to unlock a Trophy. You can check the photo on the wall to see how the happy day went down.

Definitive Edition

In the Definitive Edition, you have a choice of who to live with in Cobblestone via the wish. After choosing the person, you'll be transported back to Cobblestone and have to do a little event before being able to explore the world again.

Till Death Do Us Part

🏆

Awarded for making an eternal pledge.

Head back to Trial Isle and access the forge, you'll want to rework Drustan's Shield into +3 along with creating Veronica's new armor set if possible. It's also a good time to return to L'Academie and hand over your Mini Medals, this should complete your album and reward you with **Erdwin's Shield** and a Recipe Book, **Making Things with Metal Kings**. The Shield is useful if you want to conserve MP on the Hero, leave it in his inventory to equip should you need MP in a battle. The Metal King weapons are some of the best weapons in the game. You'll also unlock the Medal Exchange which will allow you to trade your Mini Medals for some very useful materials or Pep Pips. Zoom back to Trial Isle and access the third Seedling to the east to access the game's final dungeon, the Luminary's Trial.

The Luminary's Trial - Citadel of Spite

Items	Area
Spectralite x3	Level 2, south, chest
Seed of Skill (Vicious Mimic)	Level 2 exterior, west, chest
Ye Manifold Methods of Mighty Drustan	Level 1, northwest under the stairs, chest
Erdwin's Coronet	Level 3, northwest, chest
Pep Pop (Pandora's Big Bad Box)	Level 3, northeast, chest
Serpent's Souls x3	Level 3 exterior, under the bridge, chest
Drustan's Sword	Level 3 exterior, bottom, chest
Slime Crown x3	Level 4 exterior, west, chest

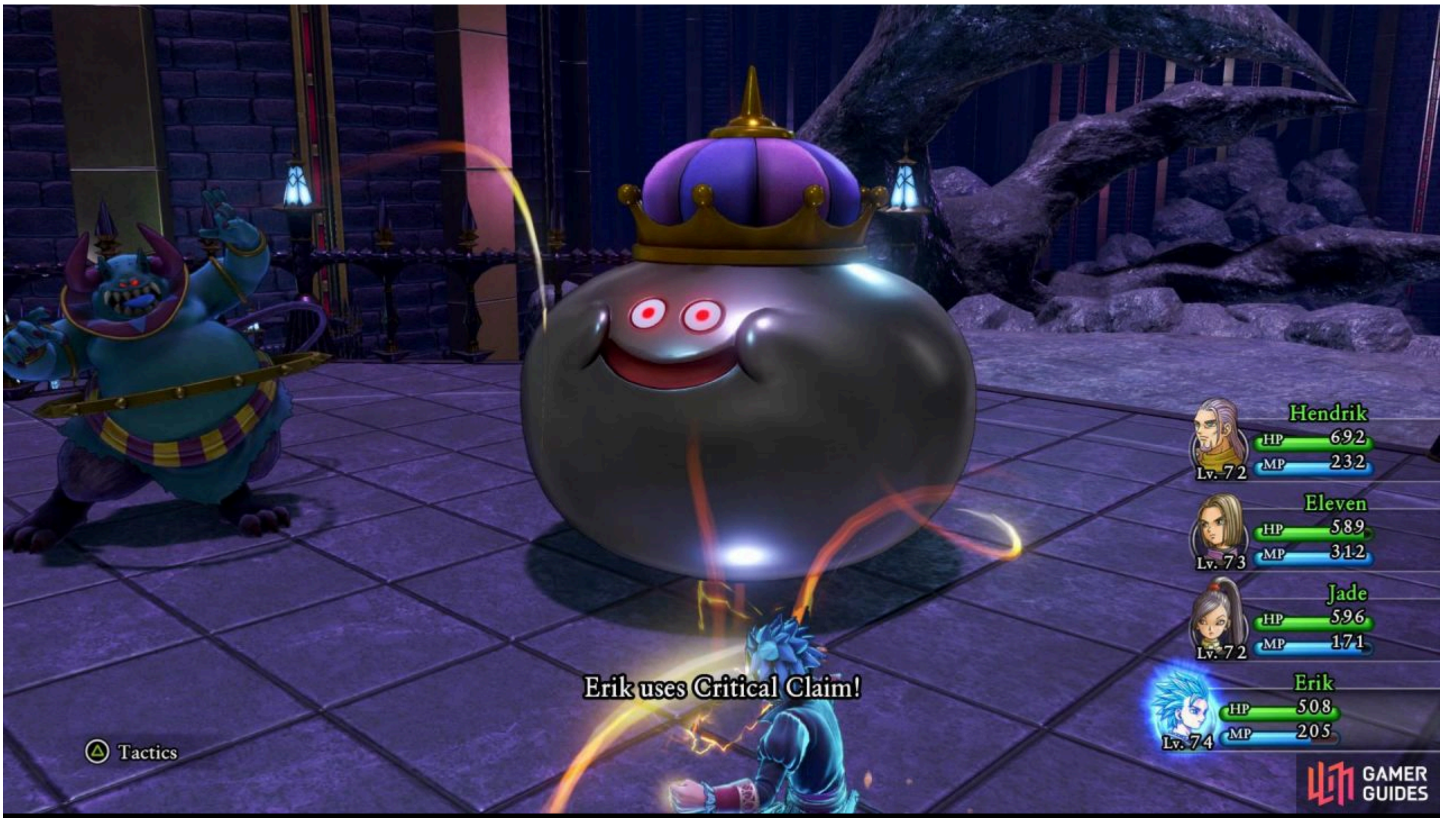
Items	Area
If I Could Turn Back Time	Level 4, chest
Big Hitters of the Battlefield	Level 4, chest
Pep Pip x4	Level 4 (requires mount), chest
Uber Agate of Evolution	Level 3 (requires mount), chest
Mini Medal x5	Level 2 (requires mount), chest
Sage's Stone	Level 1 exterior, chest
Hell Sabre	Level 1, east, chest
Yggdrasil Dew	Level 4, east, chest
Drustan's Armor	Level 1, red door, chest
Erdwin's Tunic	Level 1, red door, chest
Serenica's Surplice	Level 1, red door, chest

Sparkly Spots	Area
Chronocrystal	Level 2 exterior
Evencloth	Level 3 (requires mount)
Evencloth	Level 2 (requires mount)
Artful Amethyst	Level 1
Sunny Citrine	Level 1
Equable Emerald	Level 1
Royal Ruby	Level 1
Savvy Saphire	Level 1
Mini Medal	Level 1

New Monsters	HP
Crimson Killing Machine	~1100
Vicious Dark Dullahan	~1102
Vicious Dark Leger-De-Man	~474
Vicious Hard-Boiled Eggsoskeleton (Mount)	~611
Master Moosifer	~1580
Vicious Hellrider (Mount)	~592
Red Giant	~1859
Vicious Great Dragon	~2600
Vicious Headless Hunter	~1321
Vicious Manticore	~1262
Vicious Golden Girl	~641
Vicious King Cureslime	~880
Vicious Hooper Trooper	~980

New Monsters	HP
Vicious Jerkules	~1803
Vicious Flamethrower	~437
Vicious Blizzybody	~444
Vicious Liege Lizard	~1775
Vicious Iron Maiden	~820
Vicious Vampire Succubat	~684
Vicious Boss Troll	~1803
Pandora's Big Bad Box	~3600
Gold Grabber	~621
Fortune Filcher (Rare)	~3880
Vicious Metal King Slime	~40

This time you'll find yourself in an alternate version of the Fortress of Fear and for all intents and purposes, is the final dungeon in Dragon Quest XI. You'll want to be at least Level 70 here and it's a good idea to fight battles here, not only do the monsters reward a lot of Exp but they drop the rarest items and you have the chance of encountering a Vicious Metal King Slime too.


Hendrik
HP 692
MP 232
Lv. 72
Eleven
HP 589
MP 312
Lv. 73
Jade
HP 596
MP 171
Lv. 72
Erik
HP 508
MP 205
Lv. 74
Erik uses Critical Claim!
Tactics
GAMER GUIDES

Metal King Slimes will usually award a character with at least two level increases.

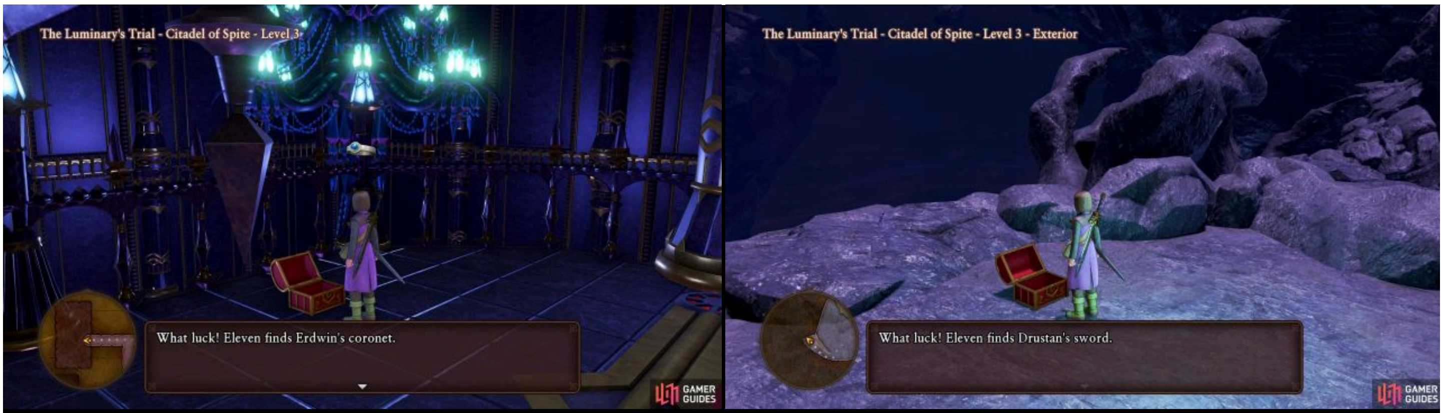
You begin at the exterior of Level 2, follow the path south and down the stairs to enter back into the Citadel itself. Back inside, follow the path into the central chamber and through to the western side of this Level. At the intersection, head south first and follow the path all the way to the end to find a chest containing three **Spectralites**. Return to the intersection and head west next to find another chest outside containing a Vicious Mimic, defeat it to obtain a **Seed of Skill**.

Return to the intersection and head north to reach the stairs leading down to Level 1. Take the stairs down to the bottom and then search under them to find a chest containing a Recipe Book, **Ye Manifold Methods of Mighty Drustan**. Head south to the intersection and continue south, following the path to another portal.

Tickington

At the top of the stairs is a Tockle that will grant you the pastword to the **Cave Leading to Rendarak** area.

Grab yourself a mount and use it to spring onto the platform above, looting the Sparkly Spot containing a **Chronocrystal** and into the door. Follow the path to the first intersection and continue on to find a chest containing **Erdwin's Coronet**. Continue to follow the path south until you hit the next intersection and head west first to grab yourself a Vicious Face Invader mount. Return east, across the electric floor and continue to the end to find a chest containing a large chest which upon opening, reveals itself to be a Pandora's Big Bad Box. This mimic has over 3600 HP along with all the usual instant death skills so use your hardest hitting skills to put it down quickly. It will leave behind a chest in it's defeat, open it up to obtain a **Pep Pop**. Return to where you got the mount and head north at the intersection to exit back outside.


The Luminary's Trial - Citadel of Spite - Level 3
The Luminary's Trial - Citadel of Spite - Level 3 - Exterior
GAMER GUIDES
GAMER GUIDES

What luck! Eleven finds Erdwin's coronet.

What luck! Eleven finds Drustan's sword.

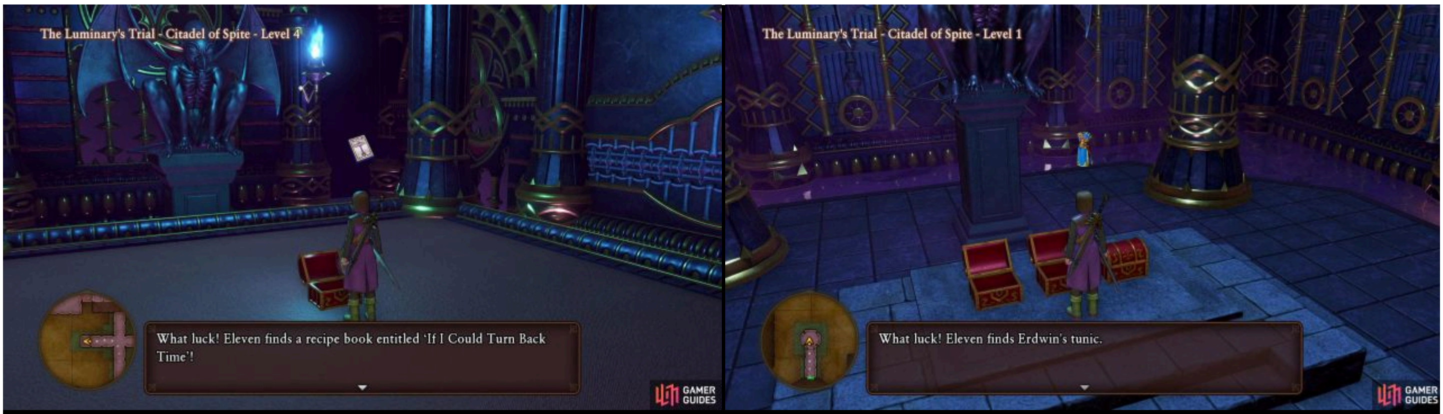
Erdwin's Coronet is the first piece of the Hero's best armor set (left), this Sword will allow Hendrick to tank easier. (right)

Head north and use the portal and head west to drop down the ledge. Head around the cliff without dropping again to find a chest containing three **Serpent's Souls** and then drop down to the bottom, another chest can be found to the south here containing **Drustan's Sword**. At this point, you'll want to change Hendrick to Sword and Shield as this exclusive Sword will make enemies target Hendrick more often. Snag yourself a Hellrider mount and climb back to the bridge you dropped from and follow the path north to Level 4.

Head north and take the portal to the west, following it north and exiting through the western door, you'll find a chest here containing three **Slime Crowns**. Head back in and take the other door to find a switch that will raise platforms to the north. Use the portal to head back and go north through the next two doors, to the left and right of you here will be chests containing two Recipe Books, **If I Could Turn Back Time** and **Big Hitters of the Battlefield**.

Head back to the previous room and grab yourself a Vicious Dread Dragooner mount and fly to the east to find a chest containing four **Pep Pips**. Fly down to Level 3 and search the west platform for a chest containing an **Uber Agate of Evolution** and a Sparkly Spot to the east containing an **Evencloth**. On Level 2 you'll find you'll find a chest to the north containing five **Mini Medals** and a Sparkly Spot to the south containing another **Evencloth**. Finally, on Level 1 you'll find five Sparkly Spots containing an **Artful Amethyst**, **Sunny Citrine**, **Equable Emerald**, **Royal Ruby** and **Savvy Saphire**.

Take the south door here and follow it outside where you'll find a chest where the Goddess Statue once stood containing a **Sage's Stone**. Continue south from here to a portal that will take you back to Level 4. Follow the path here to the intersection, taking the eastern path to reach a chest containing a **Yggdrasil Dew** before taking the western door to hit the next switch. Head back to the south and use the portal to return to Level 1, heading north back to the central chamber.


The Luminary's Trial - Citadel of Spite - Level 4
The Luminary's Trial - Citadel of Spite - Level 1
GAMER GUIDES
GAMER GUIDES

What luck! Eleven finds a recipe book entitled 'If I Could Turn Back Time'!

What luck! Eleven finds Erdwin's tunic.

This will allow you to forge the Scepter of Time which is the best Wand (left), these three chests complete the armor sets for the Hero, Hendrick and Serena. (right)

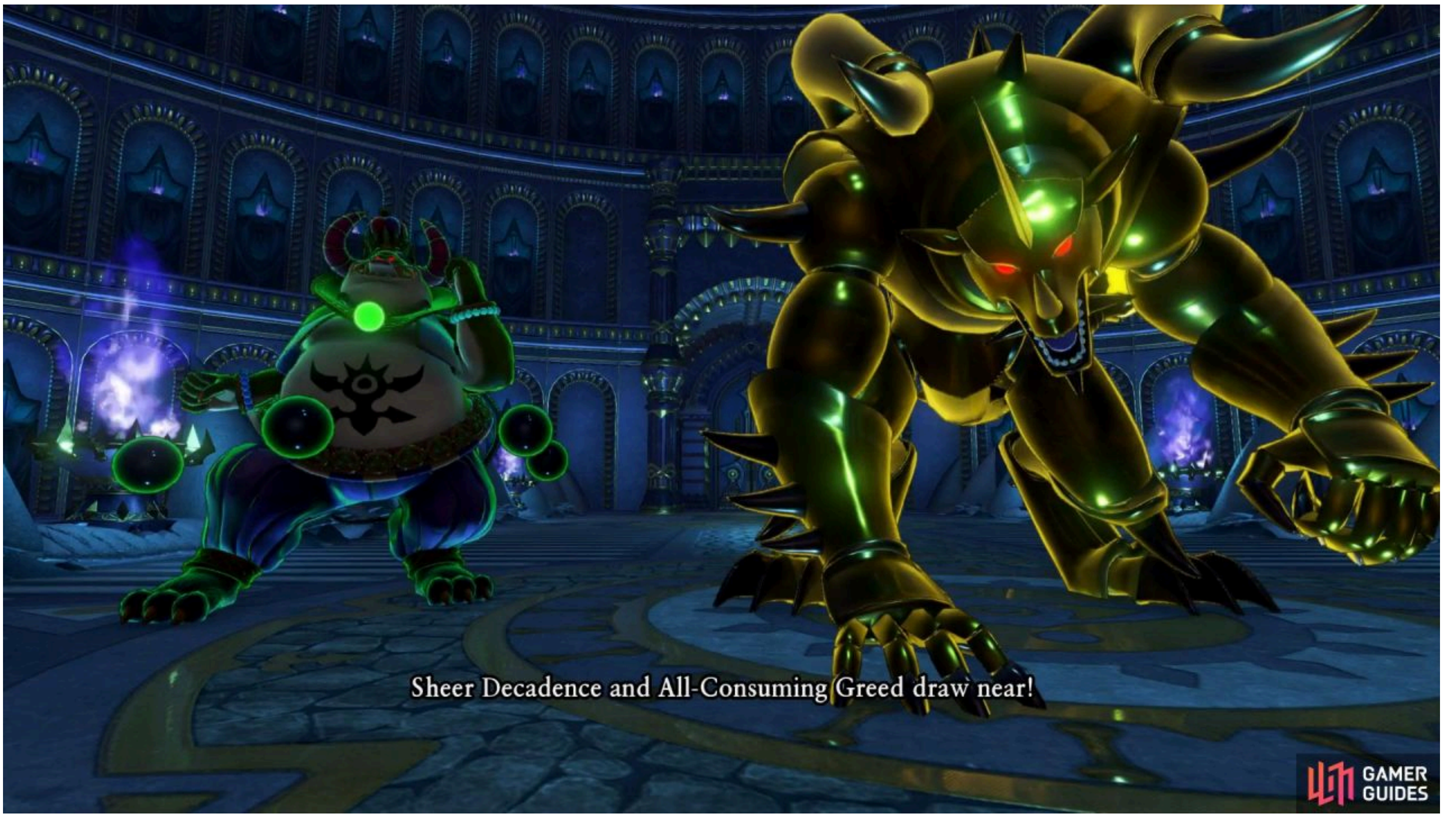
Take the eastern door here and then go north at the intersection to find a Sparkly Spot containing a **Mini Medal** and south to find a chest containing a **Hell Sabre**. Take the eastern door to find another switch and then return to the central room. Grab another mount and return to Level 4, heading north to reach the platforms you raised and heading east to find the red switch. Return to the central room and fly back down to Level 1, heading through the now unlocked door to the north to find the final three chests in the game containing **Drustan's Armor**, **Erdwin's Tunic** and **Serenica's Surplice**.

Trivia

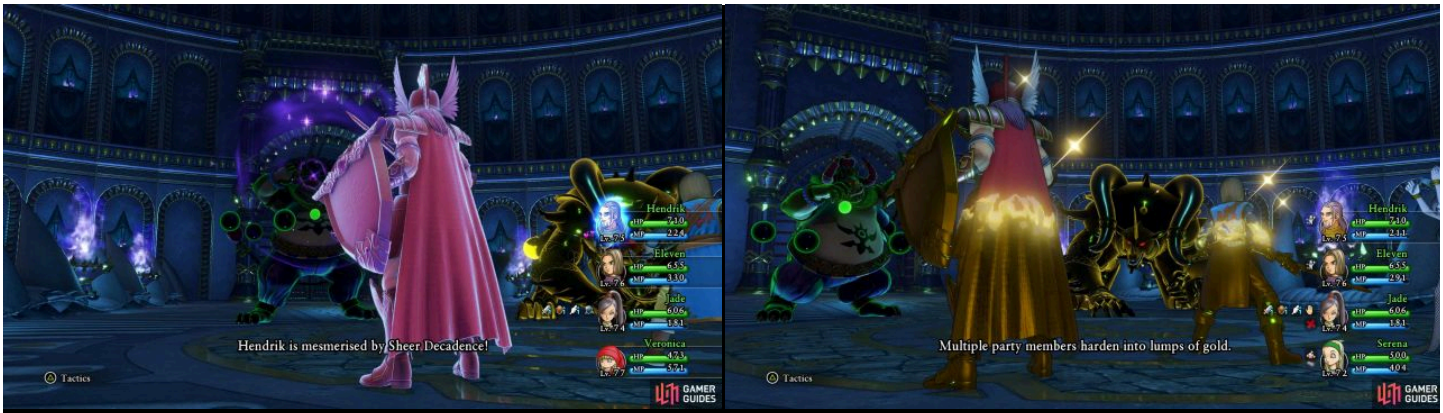
The final armor sets for the Hero, Hendrick and Serena resemble the iconic outfits from Dragon Quest III.

Return to Level 4 once more and head to the platforms you raised to enter the western door and find the final switch. You can now return to the platforms and cross over to the north to find the portal and exit the Citadel at last. Save and recover at the Goddess Statue in the Realm Between Worlds and then step forward to meet with Drustan, another boss awaits.

Boss: Sheer Decadence and All-Consuming Greed (40 Turns)


Sheer Decadence and All-Consuming Greed draw near!
GAMER GUIDES

This boss is a huge step up in difficulty, hopefully you gained many levels during your time in the Citadel. Sheer Decadence has 4800 HP while All-Consuming Greed has around 2600 HP and you'll have to take them out within the 40 turns on top of it. Sheer Decadence is the most deadly of the two, his ability to charm your party members is deadly as is his heavy hitting spells in the vein of Kafrizzle. Greed's Rake 'n' Bake is as hard hitting as ever and Slice and Dice can really deal the pain to the entire party. On top of this, Decadence can disable characters with his dance and Greed with his Solid Gold while he'll also call for allies.


Hendrik is mesmerised by Sheer Decadence!

Multiple party members harden into lumps of gold.

The biggest hurdle is stopping the bosses from disabling your characters (left), this eats up precious turns. (right)

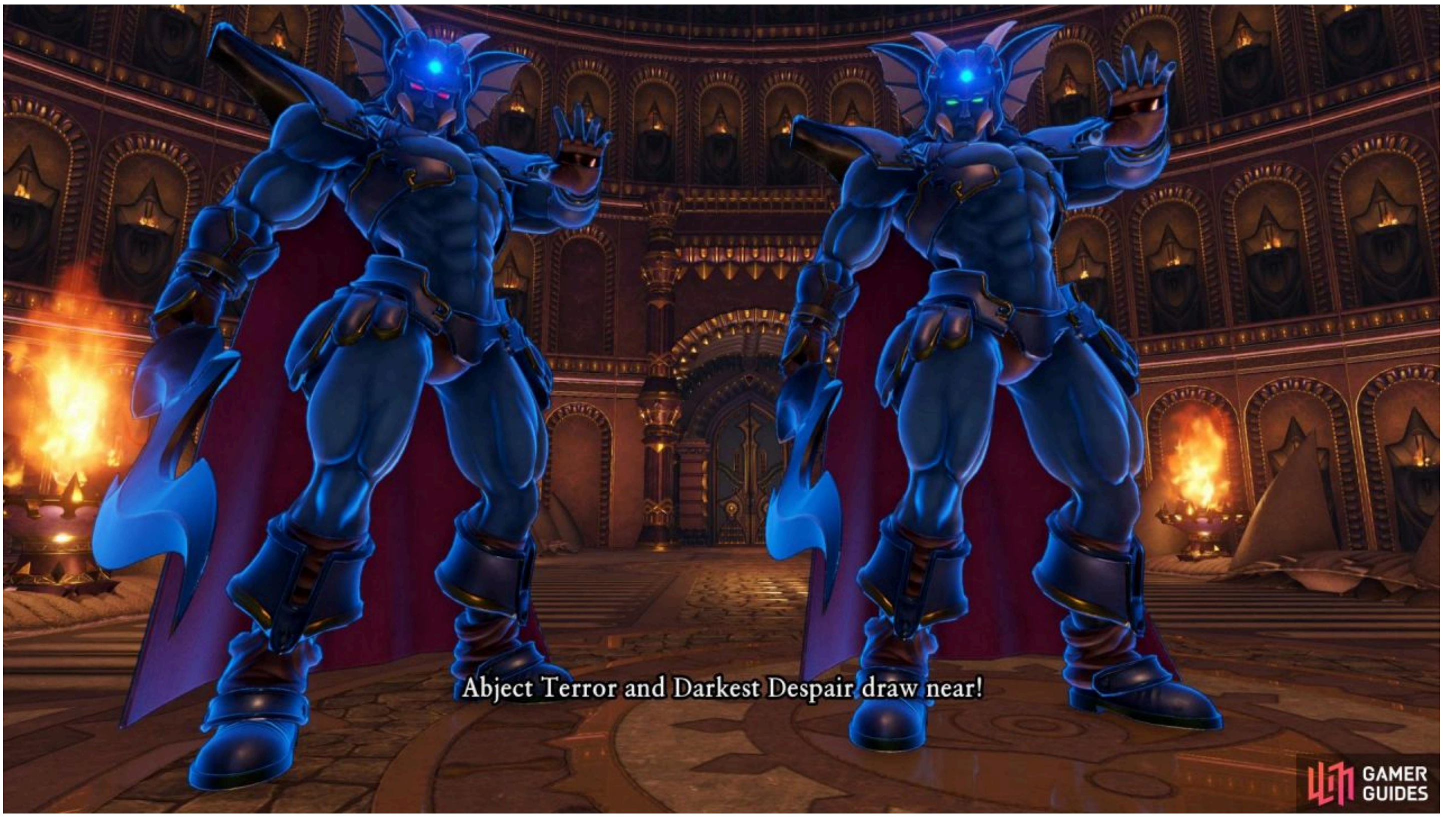
Keep Hendrick tanking them with his usual combo of Immense Defense and Forbearance while the Hero supports with Omniheal or deals damage with Gigagash (while both are alive) or Sword Dance. Jade's Re-Vamped Multifeet is useful and you'll want to keep a healer such as Serena in at all times, she should have Omniheal by this point. It's also a good idea to start the battle with Veronica in the line-up to unleash a Magic Burst before removing her, this can deal over 1500 HP to both bosses in the first turn alone.

Once again you'll get the chance to select a wish from the remaining three, consider the Ogler's Digest next as it has usefulness when trying to Level to 99. You'll also obtain a **Seed of Agility** from Drustan before being taken back to Trial Isle.

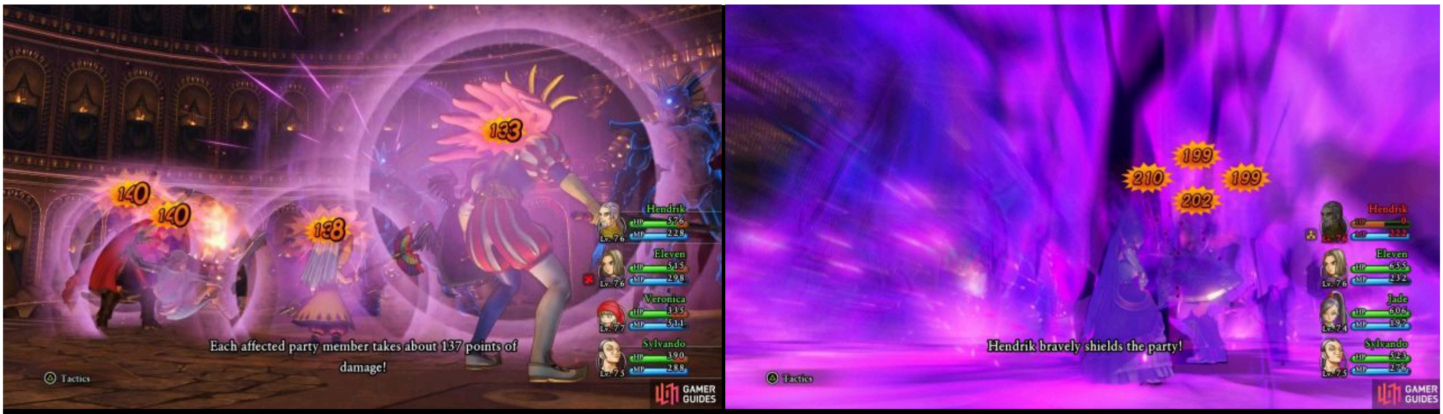
At this point, you've cleared all the Trials and looted them fully of every item however you're not done yet. There are two more bosses to encounter in the Trials, defeating both and obtaining all the wishes will reward you with a special Recipe Book containing the best weapons in the game. You can use any of the Trials to reach Drustan but do note that the Sage's Trial is the quickest, in the Fierce Forest you can now take a portal behind to the Yggdrasil altar to skip the first part altogether.

Take the time to forge new gear and Rework those that you already have before using the Sage's Trial to reach Drustan again to face off against the next boss.

Boss: Abject Terror and Darkest Despair (50 Turns)


Abject Terror and Darkest Despair draw near!
GAMER GUIDES

This battle is tough, not only do they have 7800 and 4200 HP respectively but you'll also have to take them down together as they can Kazing each other. Abject Terror is weak to magic while Darkest Despair is weak against physical attacks, for that reason you'll have to focus on getting one down to low HP before focusing on the other. Abject Terror can use War Cry to hit the party and knock them over, Darkest Despair will use Desperate Attacks that can knock characters over too. They also possess Gigathrow which will hit the entire party hard with the potential to inflict Paralysis. Finally, they'll use Disruptive Wave at will so don't waste too much time buffing your party up. If the two of them Pep Up, make sure you have Hendrick using Forbearance to lessen the damage a little.


Each affected party member takes about 137 points of damage!

Hendrik bravely shields the party!
140
140
138
133
Hendrik
576
228
Lv. 76
Eleven
515
298
Lv. 76
Veronica
335
511
Lv. 77
Sylvando
390
288
Lv. 75
Tactics
GAMER GUIDES
199
210
199
202
Hendrik
0
322
Eleven
655
232
Lv. 76
Jade
606
197
Lv. 74
Sylvando
523
276
Lv. 75
Tactics
GAMER GUIDES

Warcry will hit hard and knock characters over (left), it's better to let Hendrick that the hit from the Pep Power and Kazing him. (right)

Hendrick like always should be tanking using the Immense Defense and Forbearance combo while the

Hero supports with Omniheal and Gigagash. Veronica is useful for Kaboomle and Kasap and Sylvando is good as a healer to pass turns to Veronica. Pink Tornado is useful from Jade, this will hit Despair hard and you can take turns with Jade and the Hero hitting both weakness easily.

Select the next wish upon your victory and Drustan will reward you with a **Seed of Strength**. Only the final Trial boss awaits but you'll want a lot of preparation before fighting it, the boss is arguably the most difficult in the entire game, even moreso than the final boss of Act III. This is a good point to do your final preparations for the game's final two bosses.

Echoes of an Elusive Age

GAMER GUIDES

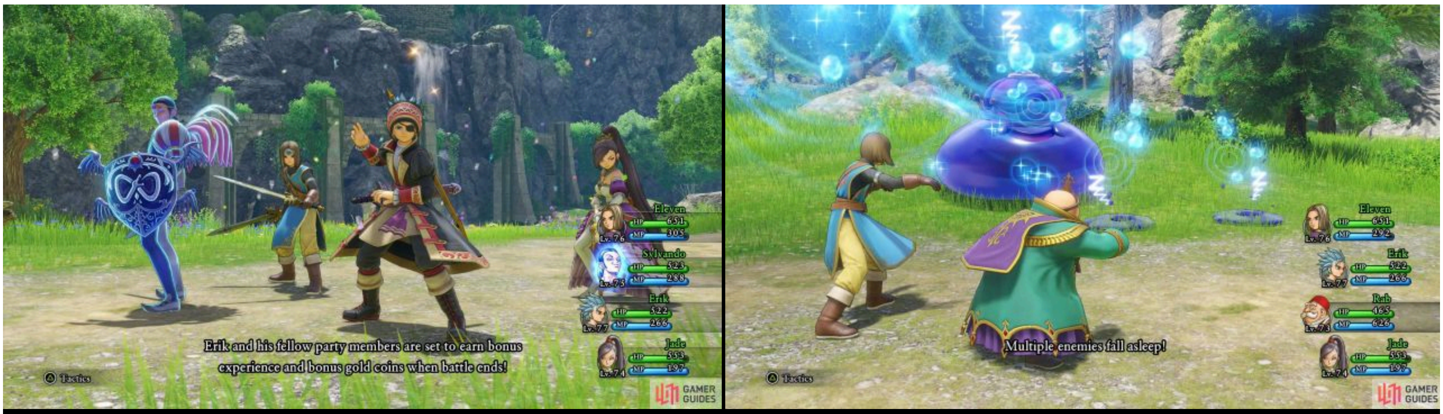
You've braved the Trials and pillaged all there is to discover and obtained the majority of the best equipment in the game. All that's left to do is defeat the final optional boss and then take on Calasmos himself. Before you begin that, it's best to take some time out to prepare for the battle ahead along with obtain the remaining Trophies for the Platinum.

Level to 99

Not only is there a Trophy for every character hitting Level 99, it will also make the final two battles a lot easier along with making the final trial of the Wheel of Harma a lot more manageable. The best method to achieve this is by using the Electro Light Pep Power combined with the Haulellujah Pep Power, here is what you'll need:

- The Hero must learn the Pep Up skill from the Luminary Tree.
- Jade needs to learn Lightning Thrust
- Erik needs to learn Critical Claim
- Pep Pips below Level 70 (after Level 70 you'll obtain a Pep Pip from the battle)

Once you have all of this (and you should have plenty of Pep Pips by now) head to a Camp somewhere and then get into a battle. Spend time defending on the spot so that Erik, Jade, Sylvando and Rab are Pepped Up before ending the battle by the Hero using Pep Up on himself. Return to the Camp and save your game, before handing a Pep Pip to Sylvando and save your game. Initiate a battle with the Hero, Erik, Jade and Sylvando in the party and cast Haulellujah. Switch Erik for Rab, let the Hero Pep Up again and then let Sylvando use a Pep Pip on Jade again. It's important to let the enemies have their turn now and on your next turn, cast Electro Light and hope the Metal Slimes turn up, if you don't get them then reload your game and try again.



Erik and his fellow party members are set to earn bonus experience and bonus gold coins when battle ends!

Multiple enemies fall asleep!

Use Haulellujah before Electro Light to boost the Exp gain (left), use Dirge of Dundrasil to put the Slimes to sleep. (right)

Once you have the Slimes in the battle, have the Hero and Rab use the Dirge of Dundrasil Pep Power to put them to sleep. This will allow you to use Erik's Critical Claim and Lightning Thrust with Jade to defeat the slimes and rack in the Exp. With these modifiers on you should get between 4-6 Levels per attempt, use this to get your characters to Level 99 and obtain the following Trophies.

Next-Level Luminary

Awarded for mastering the way of the Luminary.

G 10

Master Thief

Awarded for mastering the way of the thief.

G 10

Flawless Sorceress

Awarded for mastering the way of the wizard.

G 10

Virtuoso Healer

Awarded for mastering the way of the healer.

G 10

Megastar

Awarded for mastering the way of the entertainer.

G 10

Venerable Elder

Awarded for mastering the way of the sage.

G 10

Undisputed Champion

Awarded for mastering the way of the martial artist.

G 10

Knight Exemplar

Awarded for mastering the way of the knight.

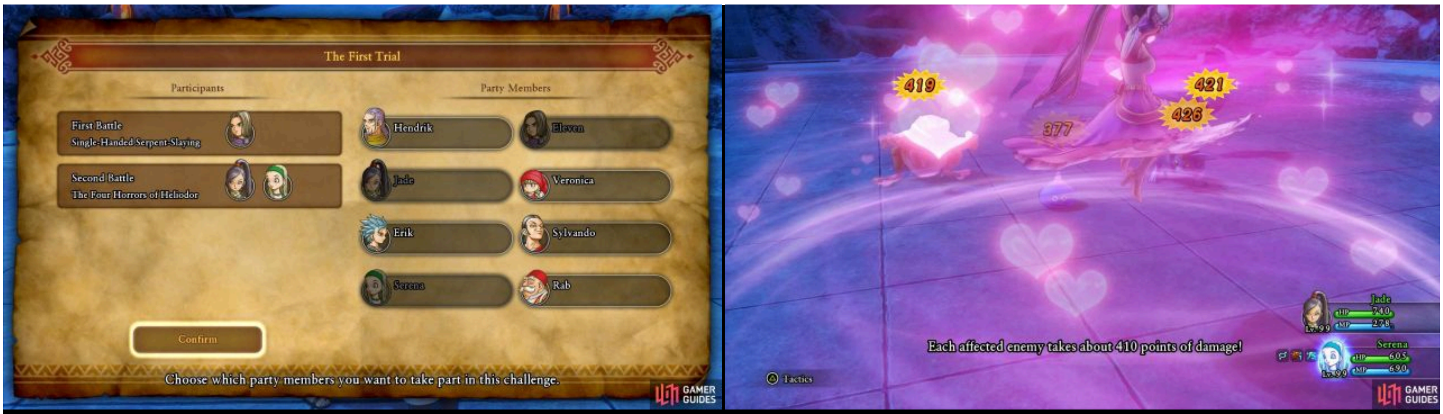
G 10

With that out of the way, it’s time to return to Angri-La and take care of the Wheel of Harma at last.

The Wheel of Harma

At this point in the game, the first four trials shouldn’t be too difficult, Veronica makes a huge difference to these trials with Magic Burst and you’re far above the suggested Level.

The First Trial


The First Trial
Participants
Party Members
Hendrik
Eleven
Jade
Veronica
Erik
Sylvando
Serena
Rab
Confirm
419
421
426
377
Jade
Serena
Tactics
GAMER GUIDES

First Battle
Single-Handed Serpent-Slaying

Second Battle
The Four Horrors of Heliodor

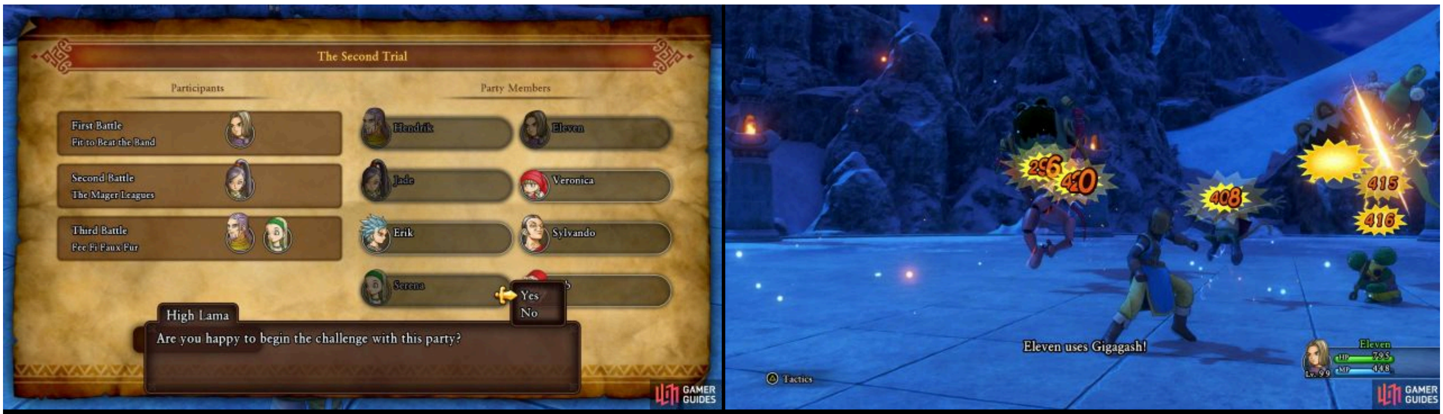
Choose which party members you want to take part in this challenge.

Each affected enemy takes about 410 points of damage!

Use this suggested party (left), Jade's Pink Tornado is useful for the second battle. (right)

For the first battle, use the Hero and Sword Dance to take the Deadly Dragon out within one turn (you should hit for over 1000 HP). For the second battle, you'll want to go with Serena and Jade and begin by using Pink Tornado with Jade. You can then use Serena to use Kathwack, this should take no more than two turns.

The Second Trial


The Second Trial
Participants
Party Members
Hendrik
Eleven
Jade
Veronica
Erik
Sylvando
Serena
Yes
No
296
420
408
415
416
Eleven
Tactics
GAMER GUIDES

First Battle
Fit to Beat the Band

Second Battle
The Mager Leagues

Third Battle
Fee Fi Faux Fur

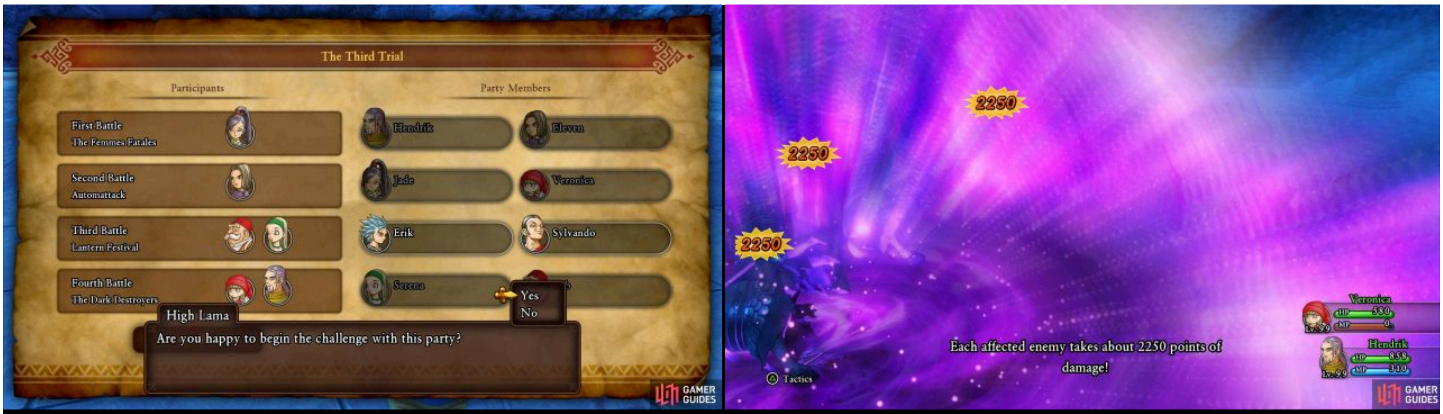
High Lama
Are you happy to begin the challenge with this party?

Eleven uses Gigagash!

Use this as your party (left), Gigagash should wipe out the enemies in one turn for the first battle. (right)

For the first battle you'll want to use the Hero, have him use Gigagash to wipe the enemies out. The second battle you'll want to use Jade and make use of Pink Tornado to hit them all once again. Finally, for the final battle make use of Hendrik and Serena with Serena using Kathwack again while Hendrik uses Gyrfalcon Slash.

The Third Trial


The Third Trial
Participants
Party Members
First Battle
The Femmes Fatales
Second Battle
Automattack
Third Battle
Lantern Festival
Fourth Battle
The Dark Destroyers
Hendrik
Eleven
Jade
Veronica
Erik
Sylvando
Serena
Yes
No
High Lama
2250
2250
2250
Veronica
Hendrik
Tactics
GAMER GUIDES

Are you happy to begin the challenge with this party?

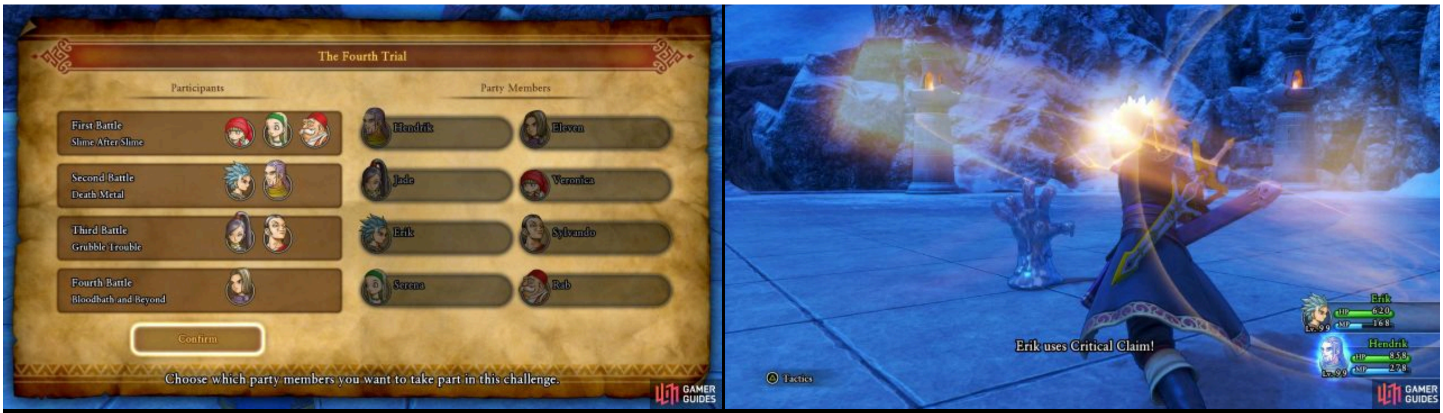
Each affected enemy takes about 2250 points of damage!

This should be your party for this Trial (left), one cast of Magic Burst is enough to end the final round. (right)

You'll have four battles to contend with this time and for the first battle, select Jade. Begin by using Pink Tornado and then finish off whatever is left using a regular attack. For the second battle, use the Hero and make use of Gigagash, the enemies are weak to Lightning. The Third battle you'll want to go with Rab and Serena, make use of Rab's Pearly Gates or Kacrackle and use Serena's Kathwack. Finally, for the last battle go with Hendrik and Veronica, using the diminutive mage to use Magic Burst followed by Hendrick using Gyrfalcon Slash.

The last two trials are a lot more difficult as they're the ones exlclusive to Act III. Although you're level 99, you'll have to make sure you use the correct combinations of characters and abilities to pass them in the required turns.

The Fourth Trial


The Fourth Trial
Participants
Party Members
First Battle
Slime After Slime
Second Battle
Death Metal
Third Battle
Grubble Trouble
Fourth Battle
Bloodbath and Beyond
Hendrik
Eleven
Jade
Veronica
Erik
Sylvando
Serena
Rab
Confirm
Erik
Hendrik
Tactics
GAMER GUIDES

Choose which party members you want to take part in this challenge.

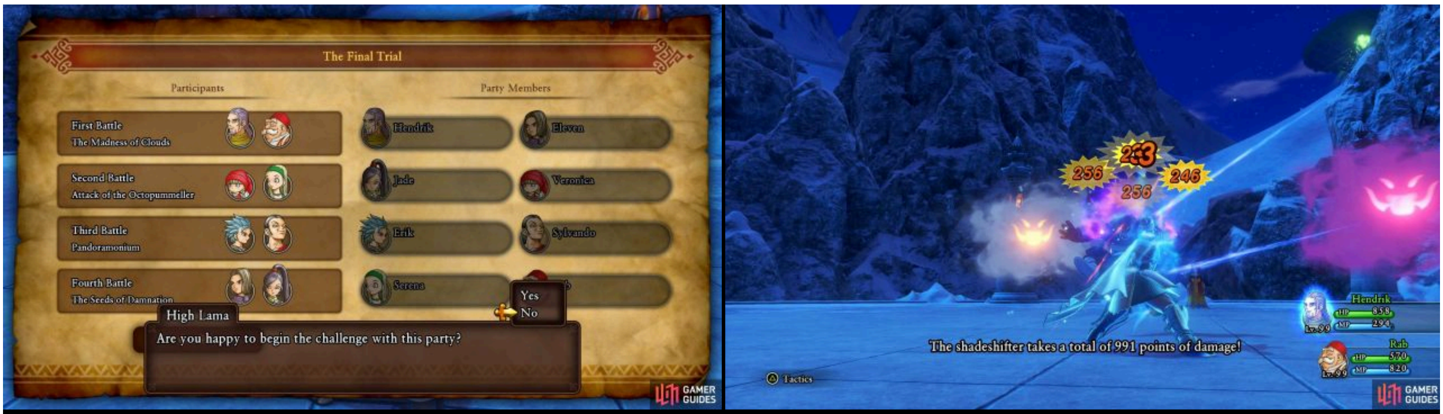
Erik uses Critical Claim!

Go with this setup (left), you'll have to make use of Erik's Critical Claim to defeat the Hardy Hands in the second battle. (right)

For the first battle, select Veronica, Serena and Rab while making use of Magic Burst to defeat them all in one fell swoop. For the second battle, you'll need to use Erik's Critical Claim on each of the Hardy Hands while Hendrik uses Gyrfalcon Slash on the Clangoustine. On the third battle, use Jade and Syvlando and have Jade use Pink Tornado while Sylvando uses Gold Rush or passes turns back to her. For the final battle you'll have just the Hero and want to make use of Sword Dance on the Red Giant.

The main reward from the Fourth Trial is the **Shine on, Xenlon** Recipe Book which contains Jade's best armor in the game. The Final Trial could take many tries to achieve it in the required turns, especially the first battle.

The Final Trial


The Final Trial
Participants
Party Members
First Battle
The Madness of Clouds
Second Battle
Attack of the Octopummeller
Third Battle
Pandoramonium
Fourth Battle
The Seeds of Damnation
Hendrik
Eleven
Jade
Veronica
Erik
Sylvando
Serena
Yes
No
High Lama
256
253
256
246
Hendrik
Rab
Tactics
GAMER GUIDES

High Lama

Are you happy to begin the challenge with this party?

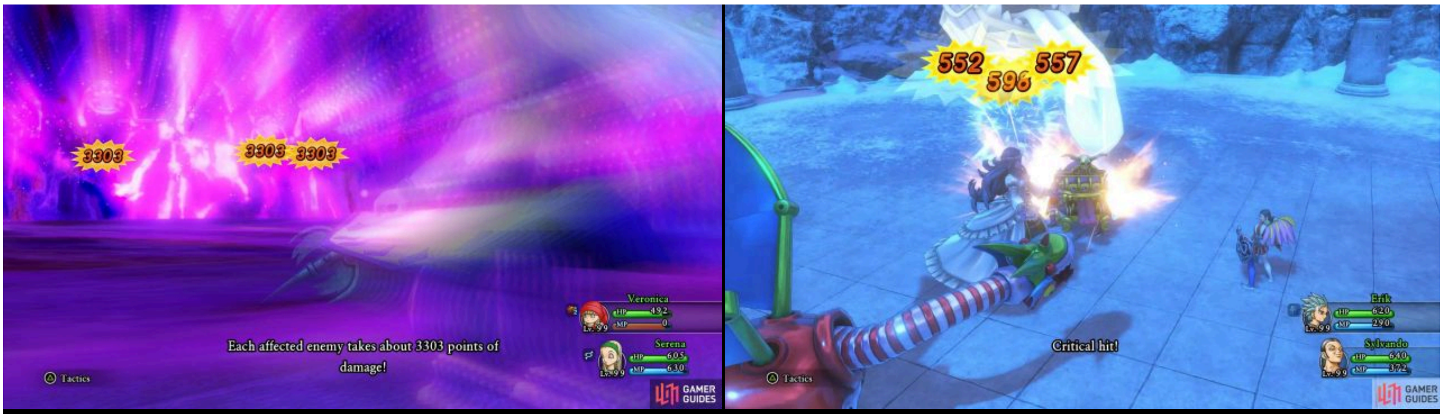
The shadeshifter takes a total of 991 points of damage!

Go with this for your party (left), use Gyrfalcon Slash to drain the Shadeshifter's HP before finishing them all off. (right)

There's a unique mechanic about the Final Trial, if you don't kill all the enemies on the same combat round, Grand Master Pang will call in reinforcements, it's for this reason that you'll need to make sure you don't take the easier monsters out too quickly.

For the first battle, take Hendrik and Rab along, the main difficulty of this first battle is the Shadeshifter that has a lot more HP than the Smog and Miasma. You'll want Hendrik to focus on the Shadesifter using Gyrfalcon Slash while Rab continues to use Pearly Gates. If all goes well then you should take them down on the second turn, using a maximum of four actions.

The second battle is a bit misleading, you won't be able to kill the first monster in one round so you'll have to deal with the Reinforcements. Select Serena and Veronica for this and spend their first turns doing Channel Anger and Kaswooshle. On the next turn, Magic Burst from Veronica should be enough to knock all the enemies out. If all goes well, this should take no more than four actions, leaving you with a total of eight so far.


Each affected enemy takes about 3303 points of damage!

Critical hit!

Magic Burst the second battle (left), Divide and Critical Claim the Pandora's Big Bad Box in the third battle. (right)

The Third battle is similar to the last one in that you won't defeat Pandora's Big Bad Box in one turn. Select Erik and Sylvando and spend the first turn using Divide with Erik and Finger of Justice or That's Amore with Sylvando. When the reinforcements come in, have Erik use Critical Claim on Pandora's Big Bad Box while Sylvando uses Gold Rush. If the mimic still lives, use a single Critical Claim or Fatal Flash to finish it off while Sylvando continues with Gold Rush. If all goes well, you should have no more than 14 actions used so far going into the final battle.

This leaves you with the Hero and Jade for the final bout against two difficult opponents. Once again, you won't defeat the two monsters in the first round so you'll have to deal with reinforcements. For the first round, have the Hero use Sword Dance on the Infernal Serpent while Jade uses Multifeet on the Manticore. They have 4000 and 3600 HP respectively so they'll take a while to go down. Once the reinforcements are called in however, you'll want to use Gigagash with the Hero and Pink Tornado with Jade until they all fall at the same time. You should have more than enough turns going into this battle to cover yourself.

Following your victory you'll obtain the Recipe Book needed to complete the one quest still unfinished, a Recipe Book for Rab's best gear along with an excellent Wand and the best Greatsword in the game. On top of this, you'll obtain yet another Trophy making you one step closer to the Platinum Trophy.

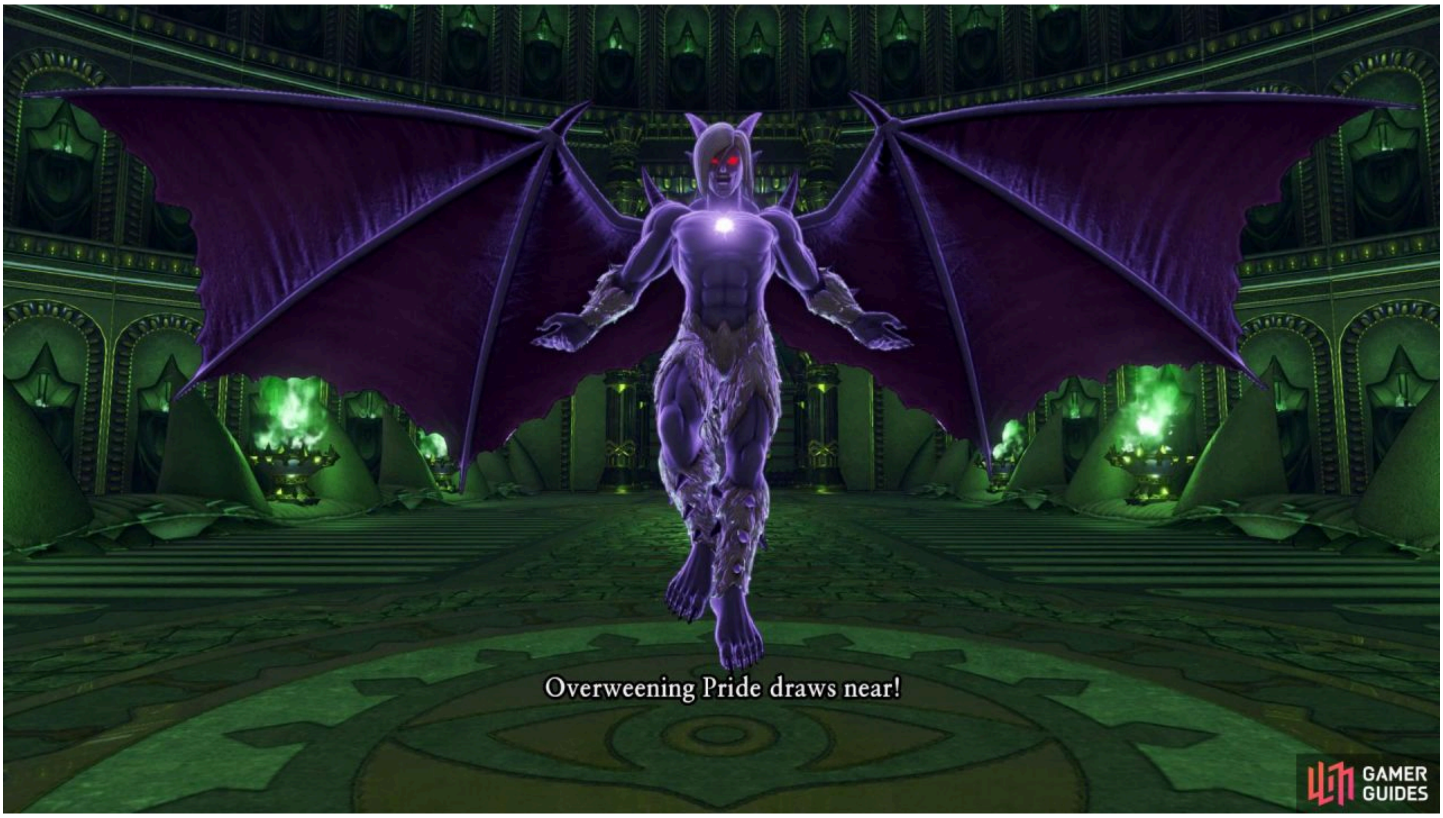
Ultimate Enlightenment

Awarded for overcoming every challenge that the Wheel of Harma has to offer. G 30

With your new Recipe Books in hand, head to a camp and forge the Legate's Blade +3 and hand it over to the monk in the High Hall to complete Quest 58 and obtain ten **Seeds of Skill**. All that remains now is to defeat the final two bosses and you'll want to prepare before heading off to fight them.

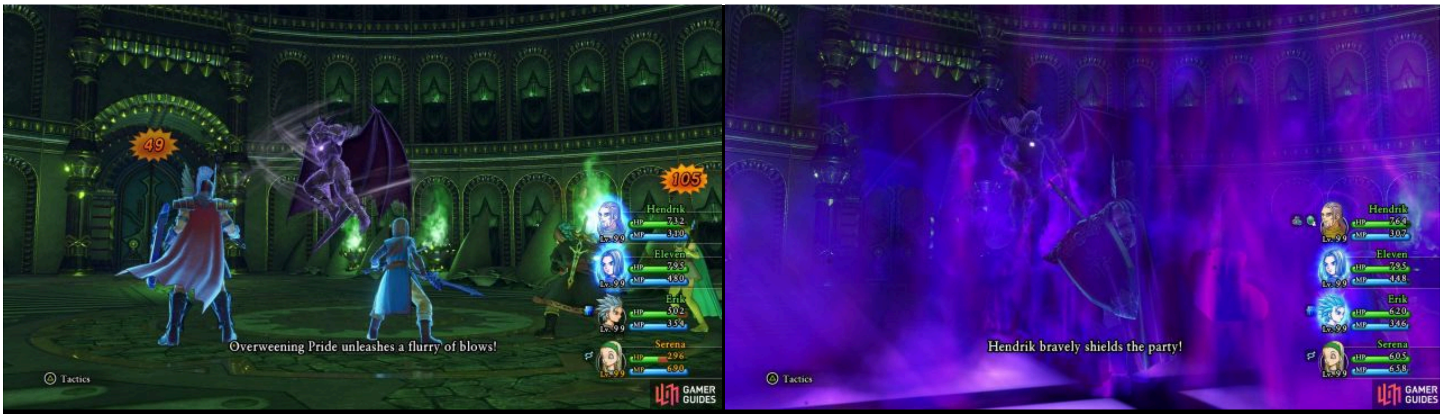
For one, make sure that every character is wearing the best possible gear that they can, this should include all of their final armor sets. Next, you'll want to get hold of two Skull Rings +3 for Hendrik, these can be obtained by forging them or a rare steal from the Infanticores in Dundrasil. Once you have both of these, equip them on Hendrik to reduce his dark damage by 100%. Take the time to forge your current gear to +3, you'll need all the help you can get. Finally, purchase some Elfin Elixirs from the Medal Exchange or the Casino and put them on Veronica and Serena. When you're ready, enter the Sage's Trial and make your way back to Drustan one final time, make sure Hendrik has two Skull Rings +3 and begin the game's hardest battle.

Boss: Overweening Pride (50 Turns)



This is the toughest battle in Dragon Quest XI, not only does Overweening Pride have 12000 HP but you also need to kill him within 50 turns. He'll have two turns every combat round, can and will wipe out any positive status effects with Dirsruptive Wave and constantly call allies including Kathwack casting

Pandora’s Boxes.

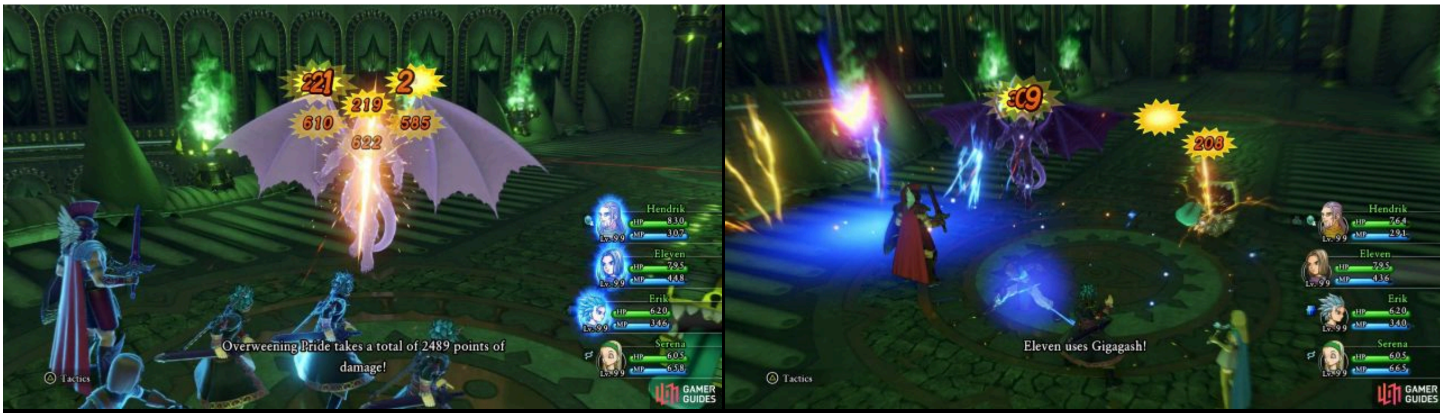

Overweening Pride unleashes a flurry of blows!

Hendrik bravely shields the party!

Flurry of Blows is a devastating attack that can wipe you out in one turn if you’re unlucky (left), with two Skull Rings +3, Hendrik will nullify all damage from Lance of Darkness. (right)

As you can see, there is a lot to handle when dealing with this version of Jasper and you’ll also find he hits very hard too. His attacks are mostly darkness based so Hendrik will soak up most of them if you have the two Skull Rings +3 equipped. His most deadly attack is his flurry of blows, this will hit random characters for upwards of 215 damage and if it’s followed up by his Lance of Darkness or Crash Down then you could find the whole party wiped out in a single turn. To make matters worse, you can’t waste too much time getting caught in a loop of reviving and healing, you need to go on the offensive.

Hendrik is the most important factor to this battle, you’ll need him using Immense Defense and Forbearance without fail to soak up as much of the damage as possible. The Hero should be using Fullheal/Omniheal to help out whenever is necessary while using Gigagash once the reinforcements are out. Erik is a good choice for your third party member, using Dual Swords and making use of Divide + Fatal Slash will deal hefty damage to Overweening Pride constantly. Finally, you’ll want Serena in for this battle, Omniheal is invaluable as is her ability to use Divine Intervention on Hendrik.


Overweening Pride takes a total of 2489 points of damage!

Eleven uses Gigagash!

Divide and Fatal Flash is deadly against Overweening Pride (left), make use of Gigagash and other all hitting abilities when the reinforcements arrive. (right)

If you find yourself in a situation where there are too many reinforcements then don't be afraid to call in Veronica and make use of Magic Burst to wipe them out, you can always toss an Elfin Elixir her way to cast it again if needed. Indeed, it may be worth using the Pep Power Mighty Magic Burst if you find both Veronica and Serena Pepped at the same time, this will deal over 4000 damage to everyone including Overweening Pride. Likewise, if you find yourself Pepped, make use of them before Overweening Pride has the chance to remove it with Disruptive Wave, a cast of Yggdragon's Blessing can turn the tide in your favor. Finally, if you find a lot of your characters dead, make use of Kerplunk from either Hendrik or Serena, this will use the user's HP and MP to recover everyone else (including those in reserve) back to full HP.

When you finally manage to take Overweening Pride down you'll get the chance to choose the final wish. For selecting every wish you'll receive the bonus of a new Recipe Book, **A Hero's Book of Brilliant Weapons** which contains the recipes for the best weapons in the game.

Final Preparations

You've bested the very toughest that Dragon Quest XI has to offer and wield the most powerful gear, all that stands in your way now is Calasmos himself. You'll want to make sure you're fully prepared before heading there and make sure you've wrapped up every Trophy. If you've yet to buy Jade's two costumes from the Casino and forged the Hero's advanced Trodain set then do so now, this should unlock the Trophy related to the costumes provided you've forged all the others (owning the Recipes alone isn't enough).

Dedicated Follower of Fashion

Awarded for collecting all appearance-altering equipment.

G 30

Make sure your party is outfitted in the very best equipment you can get your hands on. Note that if you don't wish to head out and grab the materials for the new Recipe Book then what you was using for Overweening Pride is more than enough.

- The Hero: Supreme Sword of Light +3, Super Sword of Light, Erdwin's Coronet +3, Erdwin's Tunic +3
- Hendrik: Drustan's Sword +3, Drustan's Shield +3, Drustan's Helm +3, Drustan's Armor +3
- Erik: Hell Sabre +3, Sword of Judgment +3, Pirate King's Cap +3, Pirate King's Coat +3
- Serena: Faerie King's Cane +3, Sceptre of Time +3, Serenica's Circle +3, Serenica's Surplice +3
- Jade: Metal King Spear +3, Xenlon Hair Ring +3, Xenlon Gown +3
- Veronica: Staff of Eternity +3, Crown of Eternity +3, Gown of Eternity +3

- Sylvando: Hypernova Sword, Metal King Shield +3, Tiara Tremendisima +3, Gladder Rags +3
- Rab: Brilliant Staff, Apollo's Crown +3, Potentate's Pallium +3

You'll also want to make sure you have MP restoring items and Yggdrasil leafs in your inventories and it's crucial that you have the Super Sword of Light on the Hero, be it equipped or his inventory.

Warning

It's worth mentioning again here, do not attempt the final battle without the Super Sword of Light.

Once you're ready, call upon Cetacea one final time and take to the skies, head towards the dark star to begin the final showdown.

Final Boss: Calasmos

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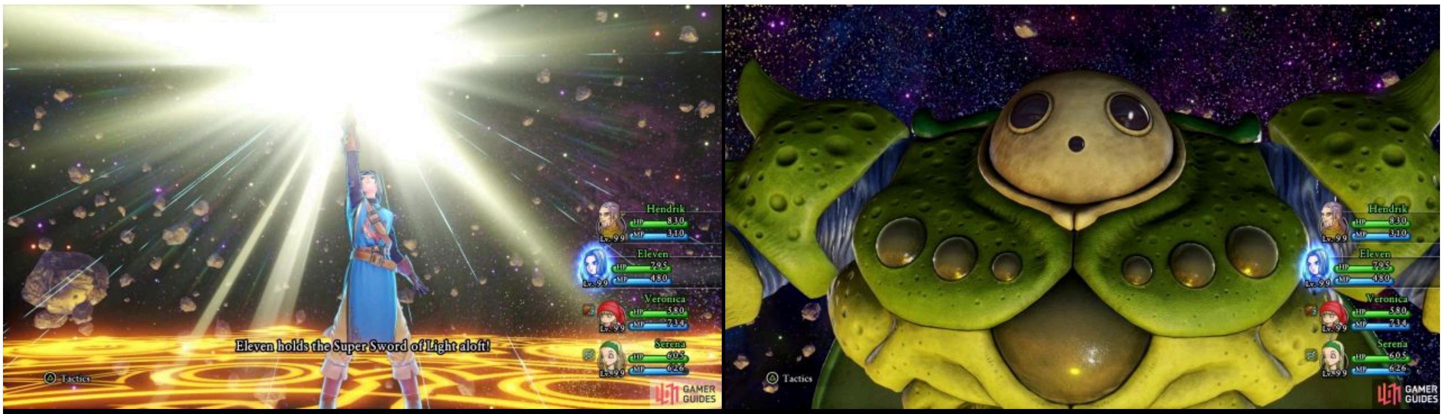
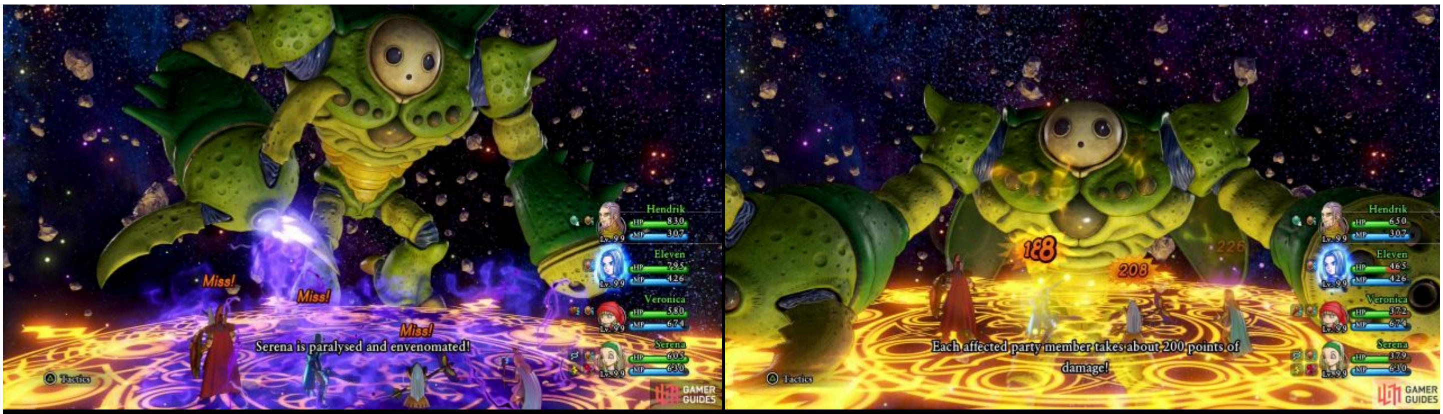
Calasmos is a fearsome foe and he has three main targets, the body, Cannon and Claw. The first thing you should notice right away is the evil darkness surrounding him, this makes him a lot stronger than he needs to be and is where the Super Sword of Light comes into play. As soon as the Hero's turn comes around, use the Super Sword of Light from your inventory to remove the evil aura making him a lot easier to fight.


Eleven holds the Super Sword of Light aloft!

Use the Super Sword of Light from your inventory (left), this will strip away the Dark Aura and make the battle a lot easier. (right)

The battle can now truly begin and you'll have to deal around 12000 HP to Calasmos while the Canon and Claws have around 4000-5000 HP. On top of this, Calasmos will call Darklings into battle at times, for this reason you'll want to have both the Hero and Veronica in your party. Murky Mist will attempt to put Venom and Paralysis on the entire party while Calasmos will cast Kaboomle at will. He'll also make use of Disruptive Wave and deal heavy regular attacks with his claw, some of which will hit the entire party for over 200 HP. Finally, Projectile of Darkness will hit the entire party for over 250 HP, make use of Magic Barrier if you get the chance.


Serena is paralysed and envenomated!

Each affected party member takes about 200 points of damage!

Murky Mist will attempt to inflict Paralysis and Venom on the party (left), Kaboomle is a devastating spell, use Magic Barrier if possible. (right)

You'll want Hendrik with the usual Immense Defense and Forbearance combo while Serena acts as your healer, you'll need Omniheal throughout. For your other two spots make use of the Hero and Veronica for

Gigagash and Kaboomle. If you need extra healing then the Hero can help out with Fullheal or Omniheal whenever needed and remember that you have other party members you can bring in such as Erik using Divide Fatal Slash and Jade's Multifeet. This is the final battle in the game so if you've been saving up Pep Pips/Pops, Elfin Elixirs and more, make use of them now.

Enjoy the scenes that follows when you finally slay Calasmos and when you regain control, head to Veronica and Serena at the village entrance to put the Sword of Light to rest at the World Tree, the events that follow harken back to that of Dragon Quest I-III. You should also obtain the last Trophy needed for the Platinum, congratulations!

Echoes of an Elusive Age

Awarded for solving the myriad mysteries of Erdrea.

G 110

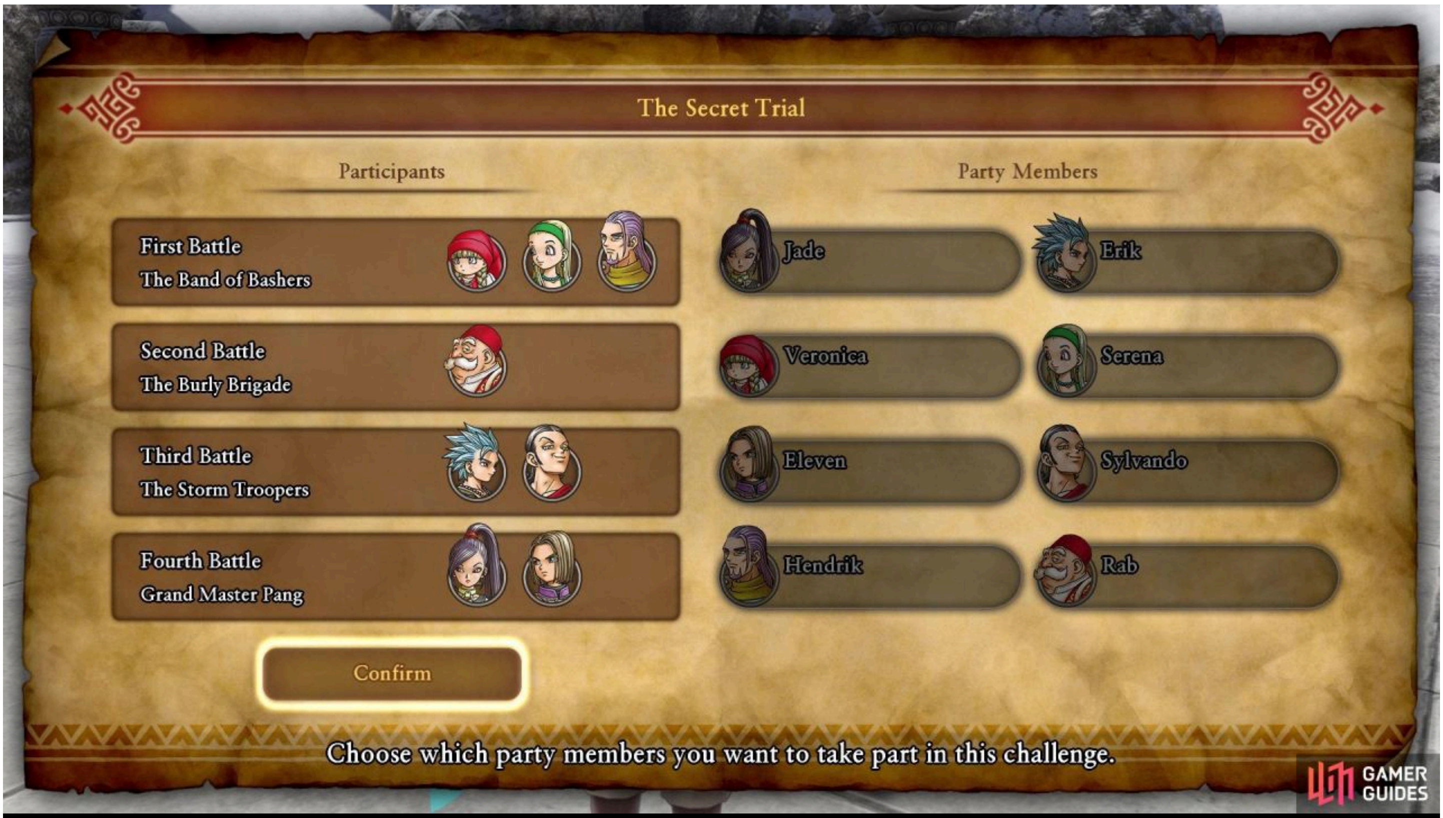
Living Legend

Awarded for earning all available trophies.

G 200

Wheel of Harma's Secret Trial

In the Definitive Edition, there is a secret trial at the Wheel of Harma. This one won’t be available until you complete all of Drustan’s Trials, as well as all other trials at the Wheel of Harma in the designated turn limits. The Secret Trial is very challenging, but there is a way to complete it without needing to do any seeding. Before attempting this, though, you will want all of your characters at level 99 and with the best equipment available. The only characters that should be needing Catholicon Rings +3 are the Hero and Jade, who will be going in the final battle. The rest of the characters can be equipped with other accessories, depending on the battles in which they are participating. The only thing that should really matter is that Veronica and Serena are pepped up before starting the trial.



First Battle
The Band of Bashers

Second Battle
The Burly Brigade

Third Battle
The Storm Troopers

Fourth Battle
Grand Master Pang

Choose which party members you want to take part in this challenge.

Your lineup for the Secret Trial

Character	Equipment
Hero	Hypernova Sword/Supreme Sword of Light, Erdwin’s Coronet, Erdwin’s Tunic, Catholicon Ring (x2)
Jade	Heaven’s Talon, Xenlon Hair Ring, Minerva’s Raiment, Catholicon Ring (x2)
Erik	Hunter’s Moon (x2), Pirate King’s Cap, Pirate King’s Coat, Venus’ Tear (x2)
Serena	Any wand, Serenica’s Circlet, Serenica’s Surplice, Any accessories (or two Meteorite Bracers if you want her to go first)
Veronica	Godbird Sceptre, Crown of Eternity, Gown of Eternity, Any accessories

Character	Equipment
Hendrik	Brilliant Blade, Drustan's Helm, Drustan's Armour, Any accessories (or Meteorite Bracers)
Rab	Staff of Eternity, Potentate's Pallium, Apollo's Crown, Any accessories
Sylvando	Shamshir of Light, Devilry Drinker, Tiara Tremendisima, Gladder Rags, Venus' Tear (x2)

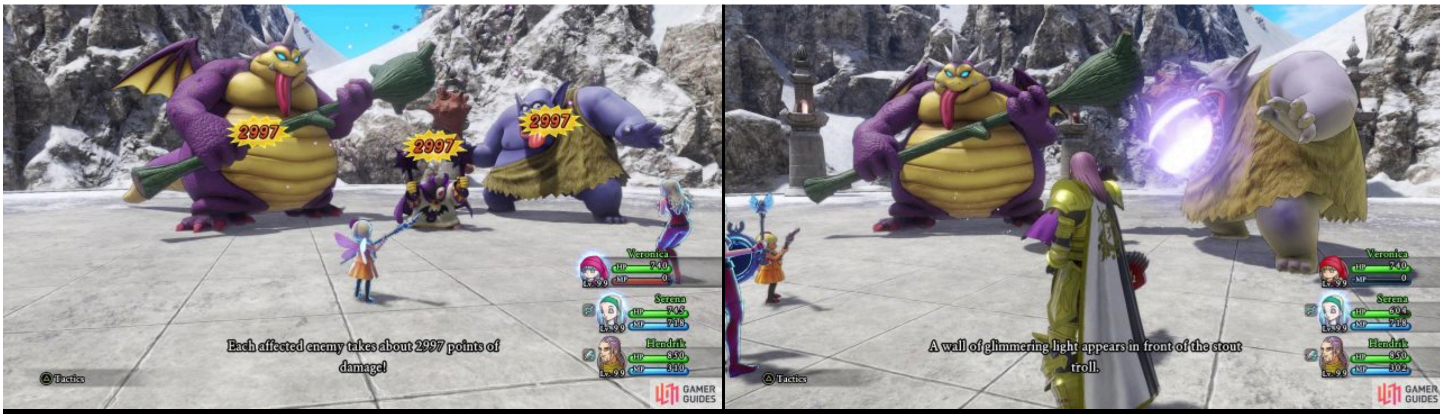
Tip

You will want an Elfin Elixir in Serena/Hendrik's inventory, and maybe some Yggdrasil Dews in Erik, Sylvando, and Jade's inventories.

Round 1 - The Band of Bashers

- Veronica, Serena, and Hendrik

You are up against a Pruslas, Archbashop, and a Stout Troll. The biggest annoyance here is the Archbashop, as he can use Bounce and if he does that, then your strategy goes out the window. It's ideal to have both Serena and Veronica come into this pre-pepped up, since that will make the battle take three turns. If you have both Hendrik and Serena with two Meteorite Bracers each, then they should be going before Veronica. The ideal turn order is to have Serena go first, then Hendrik second, and Veronica last. If you don't get this turn order, then you might want to flee/reload and try again.



Each affected enemy takes about 2997 points of damage!

A wall of glimmering light appears in front of the stout troll.

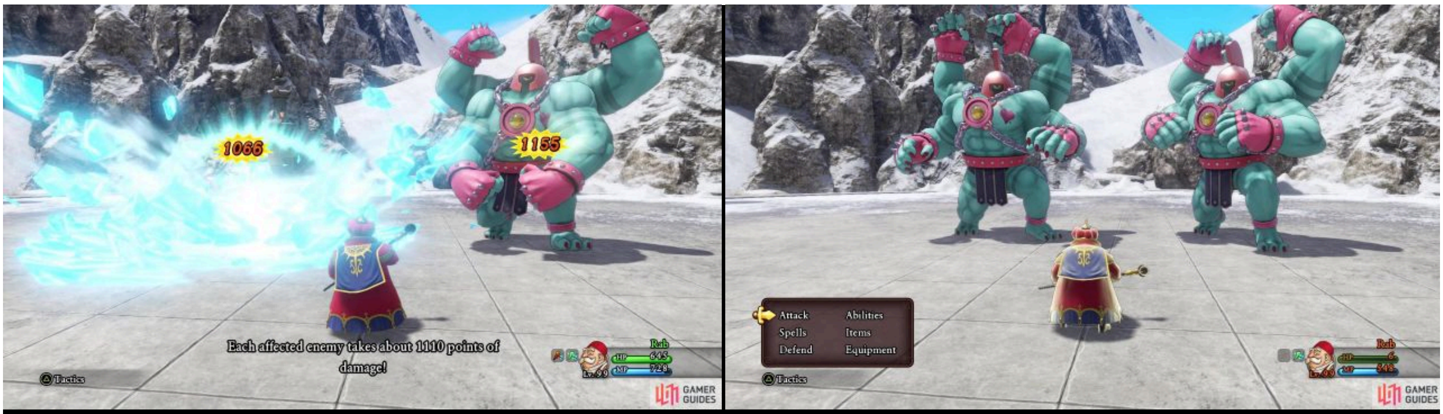
Magic Burst is the key to winning the first round in a few actions (left), but you will need to keep an eye out for the Bounce (right)

To make this battle go by fast, you will have Serena use the Pep Power, Mighty Magic Burst first, then have Hendrik follow it by tossing an Elfin Elixir on Veronica. With her MP full, she can use Magic Burst on her turn to finish the battle. If you don't get the turn order described above, you should have a few extra in reserve, so you could just Magic Burst with Veronica, feed her another one and do it on her second turn.

Round 2 - The Burly Brigade

- Rab

Rab will be solo here and facing Boodica. This can be a challenging battle, especially since she will call in reinforcements, but Rab should have plenty of magic power to take things on his own. Some of the backup she calls in include a Ghoul, a Chasmonaut, and some Bloody Hands. Once her health gets below a certain point, she will call in a doppelganger. While it doesn't have as much HP as the real thing, the doppelganger is every bit as strong and they can put a hurting on Rab, if not careful. The whole way to win is to cast Infinite Wisdom on Rab on his first turn, then just fire off Kacrackle after every turn.



Each affected enemy takes about 1110 points of damage!

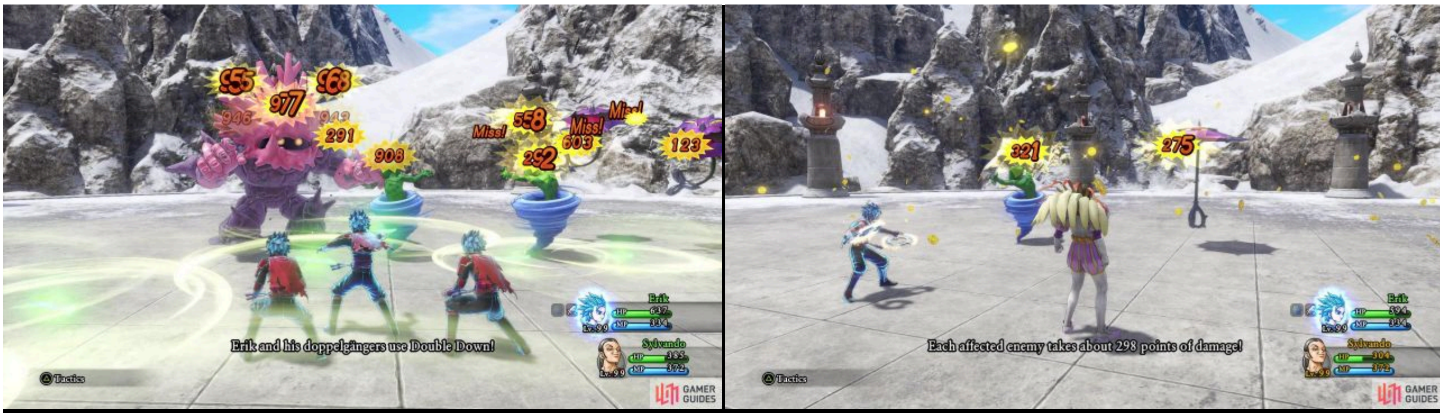
Kacrackle will be the only attack you will be using in this solo fight (left), Things can get dicey when the doppelganger comes out to play (right)

At some point, the Infinite Wisdom buff will fall off, but don't worry about recasting it and just keep using Kacrackle. You will want to keep an eye on Rab's health, though, as if it gets too low, you'll need to heal him with either an Yggdrasil Dew or by using Fullheal. His MP pool should be high enough that using Fullheal shouldn't bother you in the slightest. The only time that your health should dip low is whenever the doppelganger is out later on in the battle.

Round 3 - The Storm Troopers

- Erik, Sylvando

There are a lot of enemies here for just two characters, but that's why you have Erik here with boomerangs equipped. On his first turn, Erik should use Divide, and Sylvando should be casting Oomphle on Erik. On the second turn, Erik should be using Double Down, with the Coralossus being the main target. Now, due to the lower than normal accuracy of the boomerangs, it is possible that not all of your attacks will hit. The reason you want the Venus' Tears equipped to both characters is because the Brollygaggers and Spinchillas have wind-elemental attacks. This will help reduce the damage from those, especially if all of the enemies decide to gang up on a single character.


Erik and his doppelgängers use Double Down!

Each affected enemy takes about 298 points of damage!

A souped up Double Down should take out the majority of the enemies (left), You can use Sylvando's Gold Rush to help clean up (right)

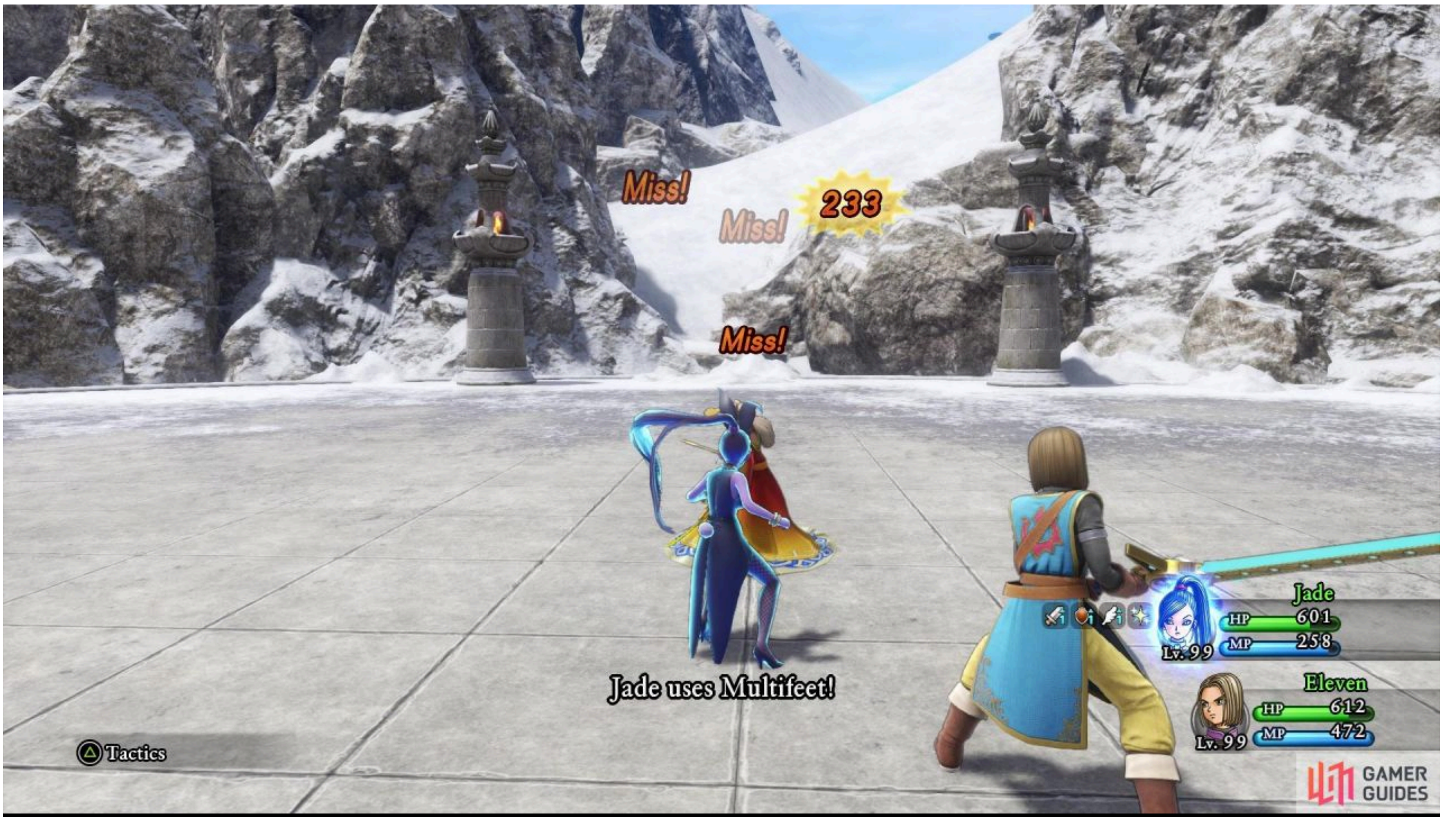
One thing that can complicate things is the Coralossus, as it knows Forbearance. This skill, if you don't know, allows it to soak up all damage that targets the other enemies. If the Coralossus uses it, then it is highly likely the Divide + Double Down combo will take it down. Of course, the thing that makes this bad is that the other enemies will remain untouched. Thus, you can have Sylvando use Gold Rush on subsequent turns after his first, since this will always deal around 300 damage, while Erik can just abuse Double Down on his subsequent turns.

Round 4 - Grand Master Pang

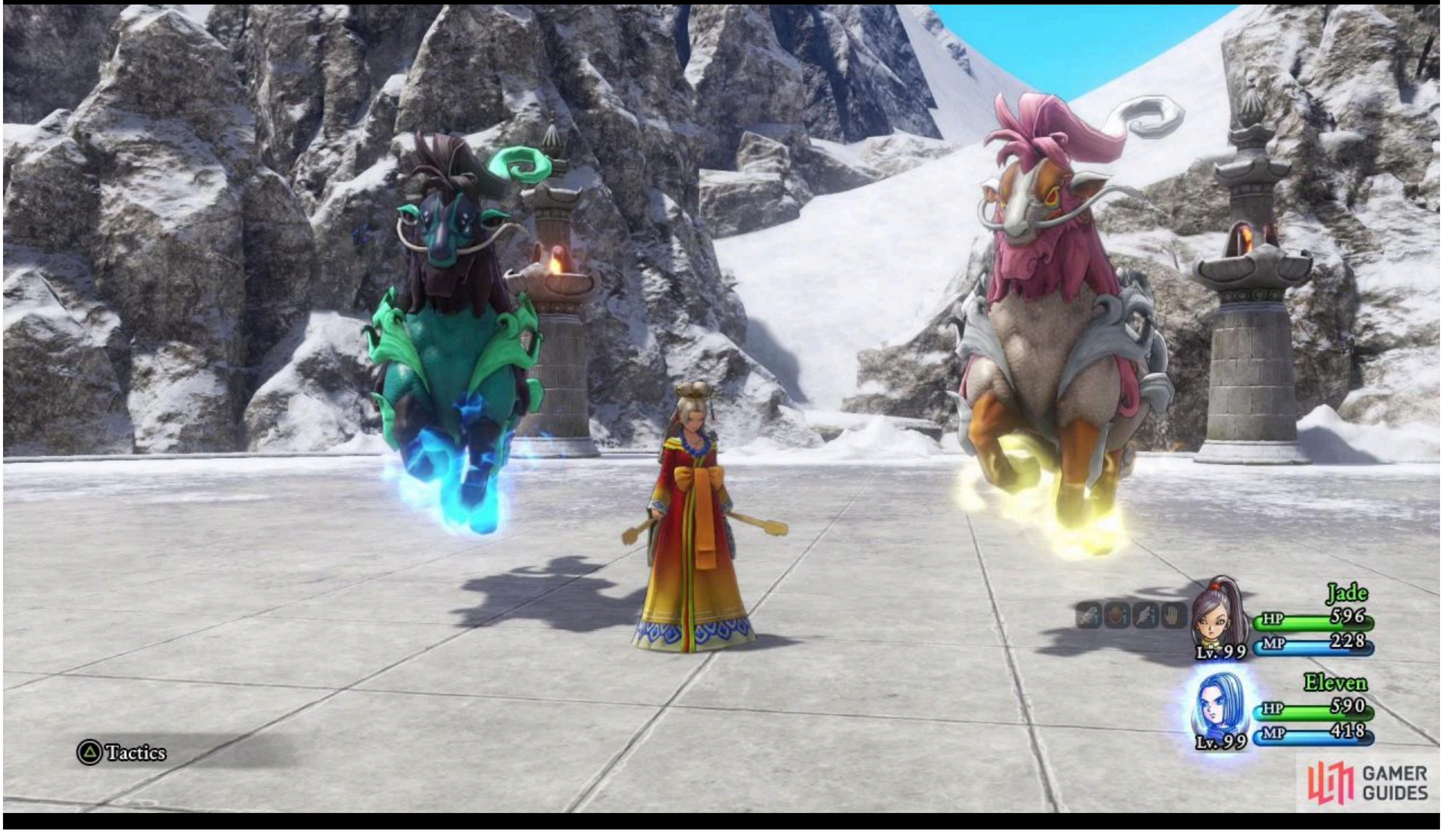
- Hero, Jade

The final round will pit you against Grand Master Pang, who is definitely very tough here, although she will behave the same as during Rab's Interlude. She will start the battle by taking a swordsman's stance, increasing her attack and evasion. Despite this, you should still attack her with everything you got. If you need to heal, do so with the Hero, since he can use his MP to do it. At some point during the fight, she will switch to a spellcasting stance, returning her evasion back to normal. This is when you will need to be a little more careful, as she has spells that will hit the both of you, like Kaboomle and Kacrackle.

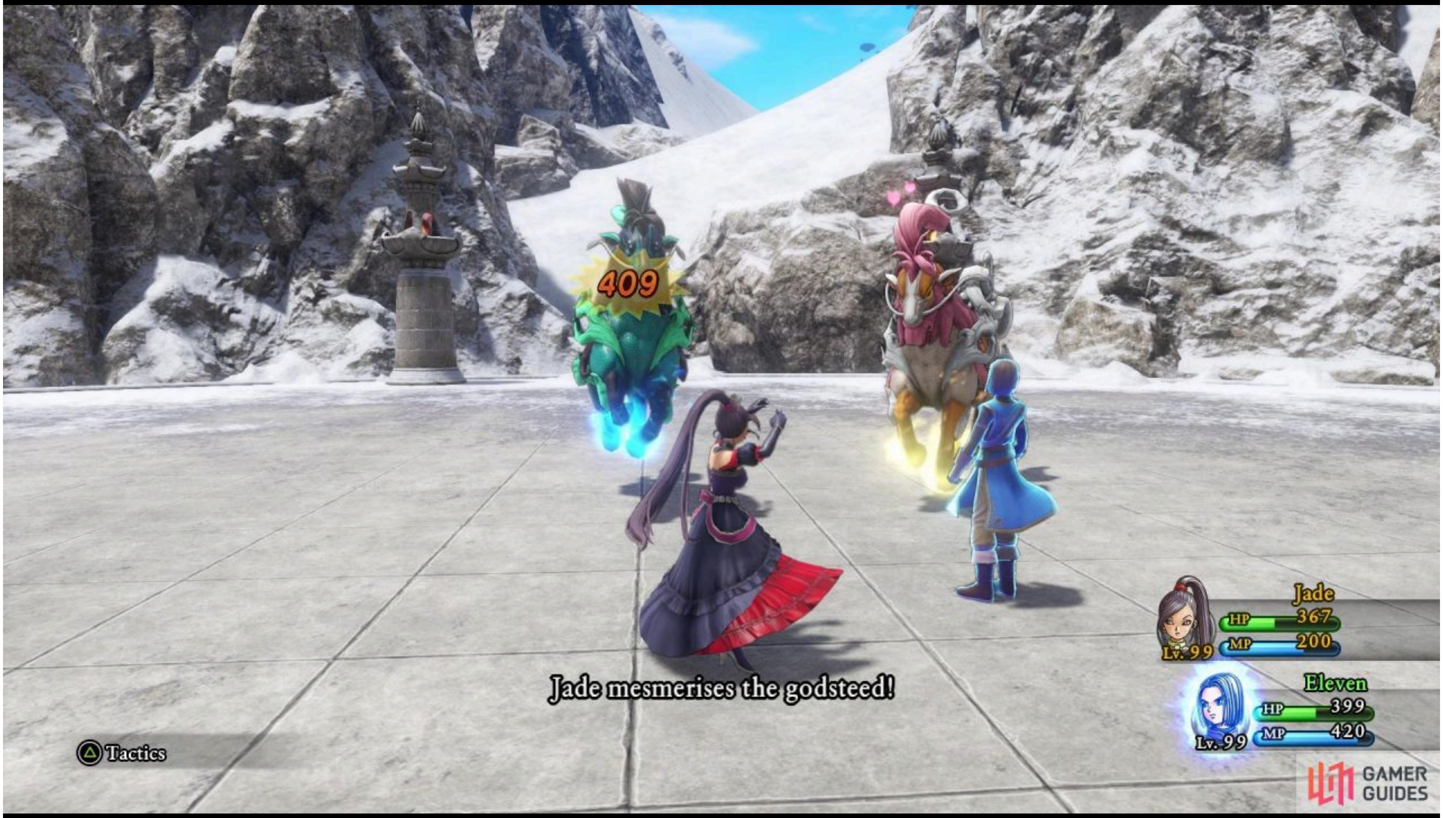
However, this is also when you can lay the damage into her, so make sure you have Jade use Re-Vamp (only use once) before going to town with Multifeet. The Hero should be using Sword Dance, when he isn't needed for Omniheal. Whenever Pang's HP gets under half, she will summon an Equinox and a Godsteed. These two can really add on to the whole battle, since they have strong physical attacks, as well as breath attacks. Despite that, you should remain focused on Pang, as not too long after she summons those, she'll begin preparing for her ultimate attack. If you don't remember what it is, she'll power up twice, then unleash it on the turn after the second power-up.


Miss!
Miss!
233
Miss!
Jade uses Multifeet!
Tactics
Jade
HP 601
MP 258
Lv. 99
Eleven
HP 612
MP 472
Lv. 99
GAMER GUIDES

1 A lot of your attacks will miss during the Swordsman's Stance


Tactics
Jade
HP 596
MP 228
Lv. 99
Eleven
HP 590
MP 418
Lv. 99
GAMER GUIDES

② Pang will call out reinforcements when her HP gets low enough



Jade mesmerises the godsteed!

③ You might get lucky and charm one of the horses with Pink Tornado

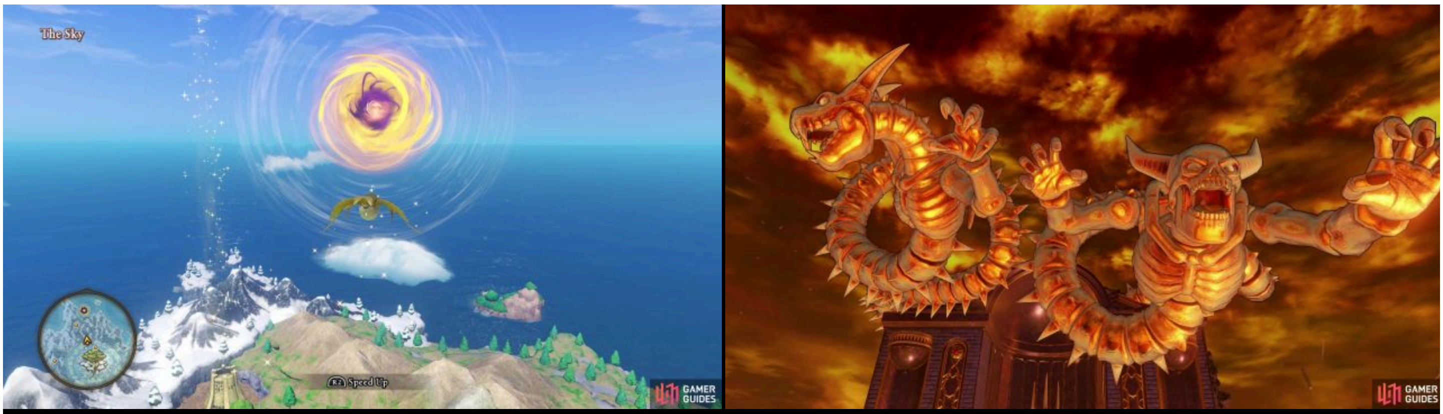
Her ultimate attack hits hard, too, so you don't want to be on the receiving end of it. Once you finally do finish off Pang, you will have to contend with the two horse enemies. At this point, you can probably switch to Jade's Pink Tornado and Hero's Quadraslash/Gigagash (latter if he's using a swords). Remember to heal if needed and this battle should be a cinch after Pang is done.

Your reward for completing the Secret Trial is **eight Super Seeds of Defence**. These will increase a characters Resilience stat by 20 points each. If you do it under 50 moves, then you will gain more Super Seeds. It's important to note that you can't just repeat the Secret Trial to get more, as they are a one-time reward. If you do want more, since these are the only place to get them, you would have to go back in time to the **duplication point** in the first act (read the red box there) and play through all the way to the final act again.

Walkthrough » Definitive Edition Endgame

Timewyrm

The Timewyrm is an optional superboss that appears in the normal world, upon defeating the End of Time in the **Deepest Recesses of the Past**. It is located via a time rift in the northwest portion of the world, above the Tower of Lost Time. This is the strongest enemy in the Definitive Edition, without a doubt, and even harder if you have Draconian Quest options active. If you plan on fighting this boss straight up, you are going to need a lot of luck and to farm some seeds for your characters. Yep, this boss is no joke and can wipe you very quickly if you're not fully prepared for it.



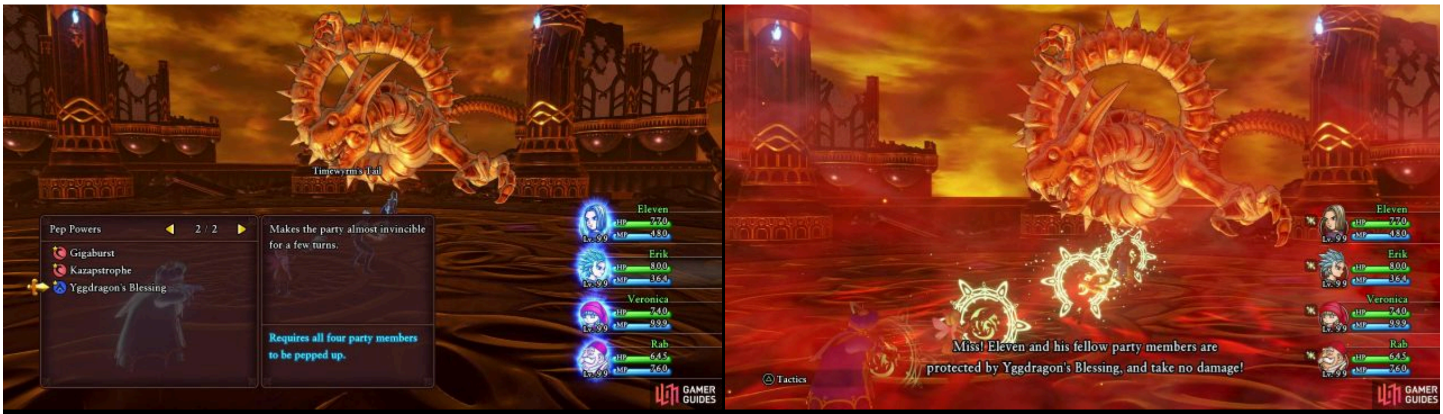
The Timewyrm will be located through this rift here (left), The Timewyrm might look a bit familiar (right)

A good barometer for where you want to be, should you be doing this without the strategy below, is to only farm for Seeds of Defence, Seeds of Life, and Seeds and Strength. There is absolutely no reason to farm for Seeds of Sorcery, since most of the big damage dealing attacks are physical in nature. Also, Seeds of Deftness and Pretty Betsys are low returns (only a single point for each one). Having max MP with both Serena and Veronica can be a good thing, too. For physical attackers, farming enough Strength to where they have 999 Attack is ideal, plus every participant should have around 500 or so defense. Lastly, all characters that are going to be in the battle should have 999 HP. You will need this, especially because you will be using buffs.

Easier Strategy

If you want to use a better method that won't take hours upon hours of farming, then there is one. It involves a Pep Power called **Yggdragon's Blessing**, which requires only the Hero and three other party members (doesn't matter who). You will be abusing this Pep Power, so you're going to need a bunch of Pep Pops in your inventory. You can purchase these in Cobblestone after fixing the place, but they cost 200,000G a piece, so you are going to need a lot of money. If you need tips on how to get money, go to the **How To Farm Money** page. You will also want to get a bunch of Elfin Elixirs, since you will be doing most of your damage with Veronica's Magic Burst.

You can get Elfin Elixirs for 10,000 Tokens each at the Octagonia Casino. If you've managed to get Veronica's MP to 999, then Magic Burst will do almost 3,000 damage to the boss. Basically, you just multiply whatever Veronica's MP is by three to get the damage you will do with the spell. The boss has two parts and each part has 20,000 HP each, so you will know how many Elfin Elixirs you need for the battle. In fact, the majority of your characters' inventory will contain Pep Pops (you should split like 20 amongst them) and Elfin Elixirs. This strategy does work, but you might get bad luck in the turn order sometimes, where things go awry.



Makes the party almost invincible for a few turns.

Requires all four party members to be pepped up.

Miss! Eleven and his fellow party members are protected by Yggdragon's Blessing, and take no damage!

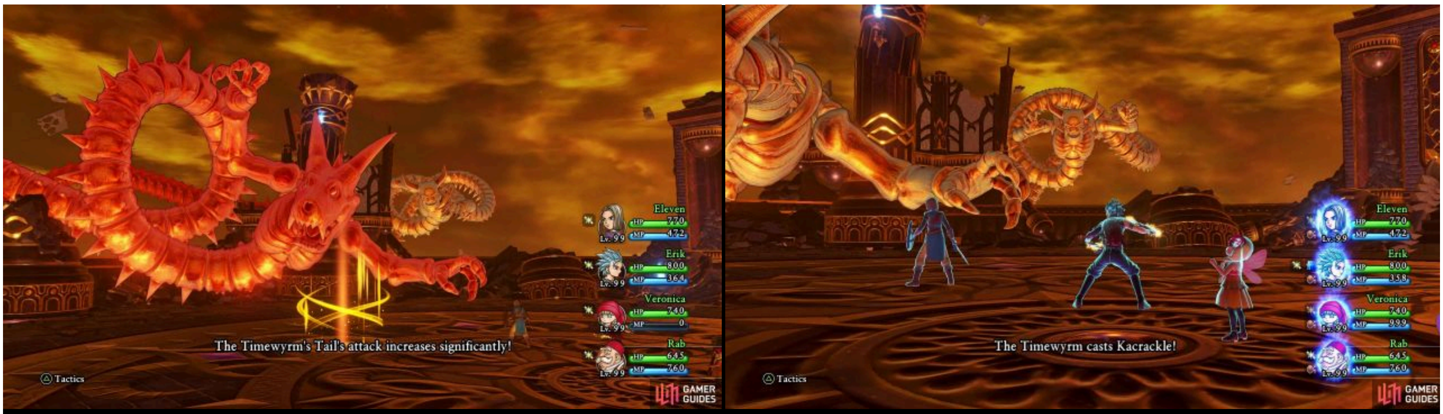
Yggdragon's Blessing is the Pep Power you will want for the easier strategy (left), as it makes your characters invulnerable to damage while it's active (right)

A suggested party for this battle would be Hero (needed for the Pep Power), Erik (to do some extra damage), Veronica (Magic Burst) and Rab. The reason you want to include Rab is because he's able to strip buffs away from enemies, which includes the pepped up state. This will become important later in the battle, even if you do have the invincibility from the Pep Power active. Before starting the battle, you will want your four main characters to be pepped up before it. Simply get into any battle with an enemy that doesn't run away, then defend until your characters are pepped up. Once a character is pepped up, switch them out for someone else to preserve it.

BOSS - Timewyrm and Timewyrm's Tail

So, whenever you're ready, call Cetacea and fly to the giant rift that's over the Tower of Lost Time. As soon as you agree to join the battle, then you will be thrown right into it. Timewyrm is pretty much the same, in terms of structure, to Mordragon at the end of the middle part of the game. When the battle begins, the Timewyrm will sit in the background, while Timewyrm's Tail will come to the front, where you can damage it. Of course, Timewyrm will still do things in the background, like cast spells to damage you or buff up the Tail with Oomphle. The two will change positions once you've done enough damage to the Tail, then once you've done enough to the main body, both the Tail and body will be together in the front. Anytime they switch, the current active boss will use disruptive wave to remove all buffs.

As already mentioned, the Tail will start out the battle in the front, with Timewyrm in the background. You cannot attack Timewyrm here, but only the Tail, but Timewyrm can attack you. It can use Oomphle on the Tail, as well as cast some spells on the party, like Kacrackle. Meanwhile, you will need to worry about the Tail, as it has a bunch of damaging abilities. There is a fire breath attack, as well as an lightning breath one, too. The lightning one seems to inflict a lot more damage than the fire one, although that one also does a lot of damage. This is most likely because the best equipment usually has some nice of protection for fire, or just elemental in nature.


The Timewyrm's Tail's attack increases significantly!

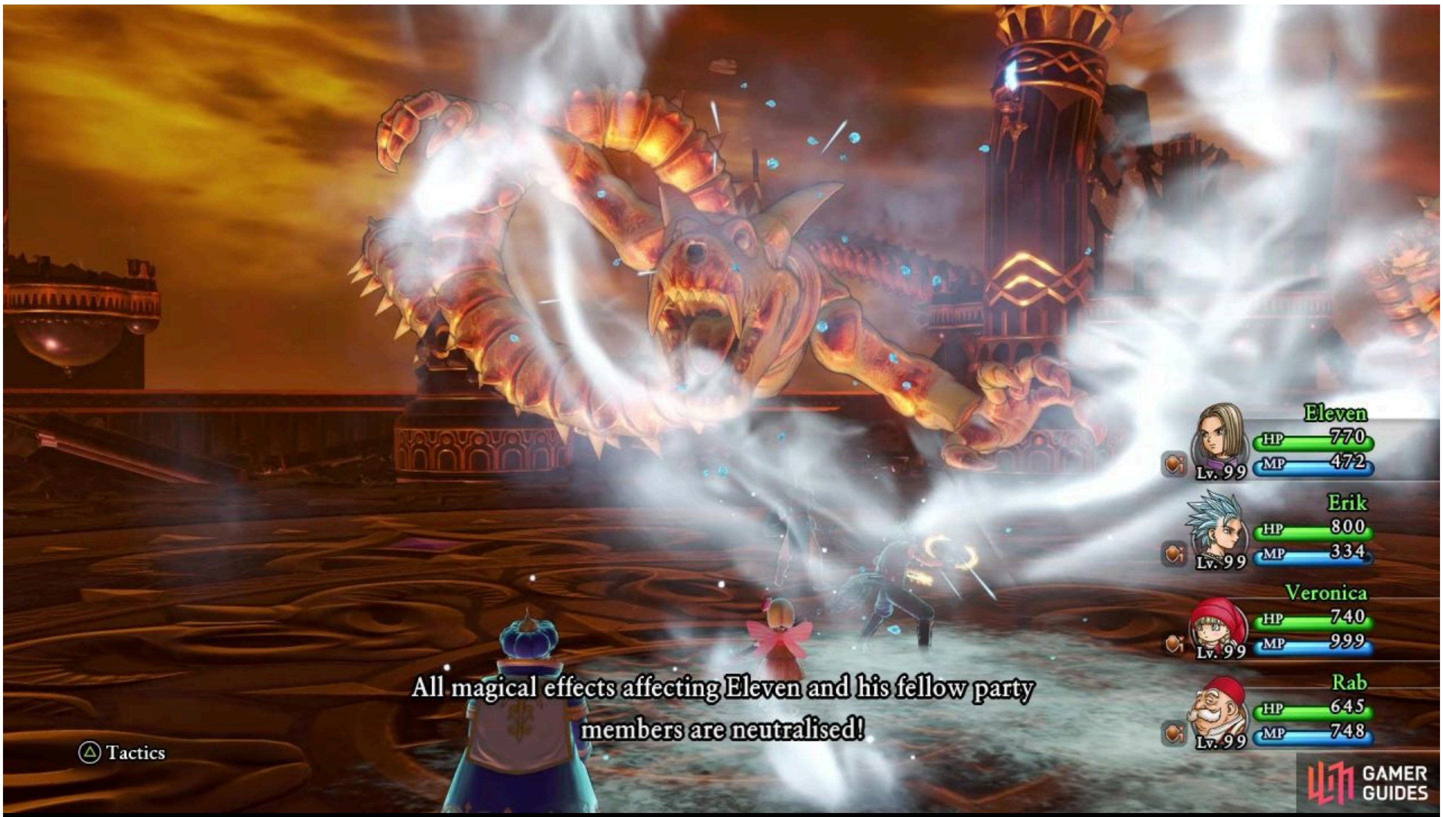
The Timewyrm casts Kacrackle!

The part in the back will do things in the battle, too, like buff the other part (left), or attack your party with spells (right)

Outside of the breath attacks, the Tail has plenty more in its arsenal, like smacking the ground with its fists. It does this around 5-6 times and hits randomly on your party, but should it have Oomphle, then this attack has the possibility to wipe out your party. You might see another version of this, where the Tail will target a single character, with it possibly dealing upwards of 500+ damage with Oomphle. This is especially even more true if the Tail casts Kasap, since it can do that. You will also see a Sweet Breath, where the Tail tries to put everyone to sleep, but the Catholicon Rings will be doing their work there.

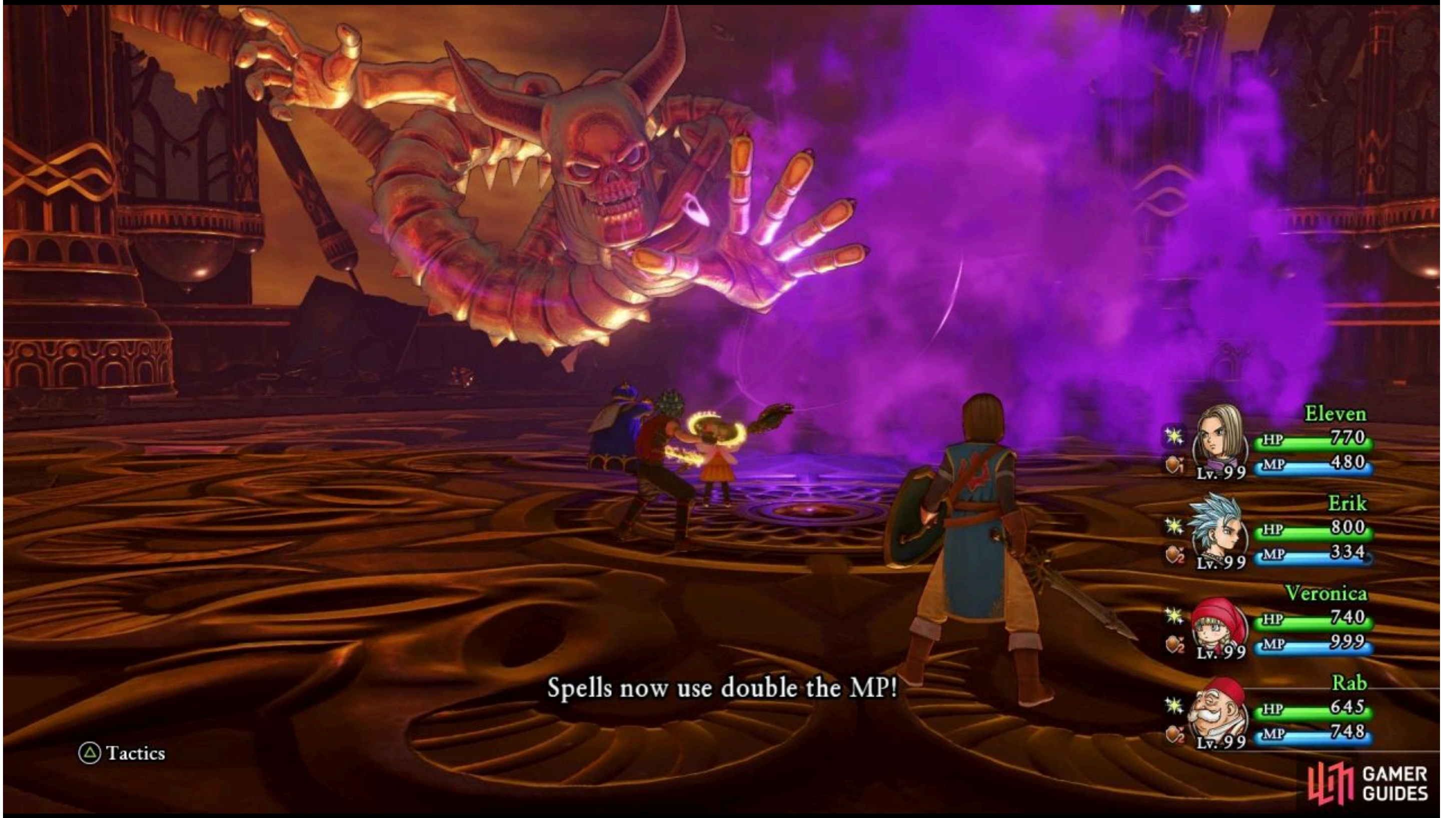
There is also Kasizzle and Kafrizzle, as well as Kafuddle, but like with the Sweet Breath, you will be protected from confusion. Lastly, whenever the Tail's eyes gleam strangely, your characters' Magical Mending and spell resistance will be lowered. You might also see a chance for the Tail to use disruptive wave to wipe your buffs (it's not clear if it can do this outside of the last phase). There's really a lot here, especially with the main Timewyrm in the background adding to the problem. Once you do deal enough damage, though, the Tail will force the disruptive wave on your party and go into the background, with the main Timewyrm body coming into the battle.

The main Timewyrm body is not a pushover, either, especially since you have the Tail in the back pegging you with its spells. One of the first things Timewyrm will likely do is envelop the area in a magical mist that makes all abilities use twice the MP. If you're using Magic Burst, then this essentially cuts its damage in half. Timewyrm can also do desperate attacks, which hurt a lot. Calling forth bolts from the blue is a lightning attack that hits the entire party for major damage, and Kacrackle hits everyone for ice damage. You will also see Kazammle, dealing dark damage to a single character, as well as an ice breath attack and even Kaboomle. Lastly, Timewyrm has a war cry that can damage the entire party for huge damage.


All magical effects affecting Eleven and his fellow party members are neutralised!

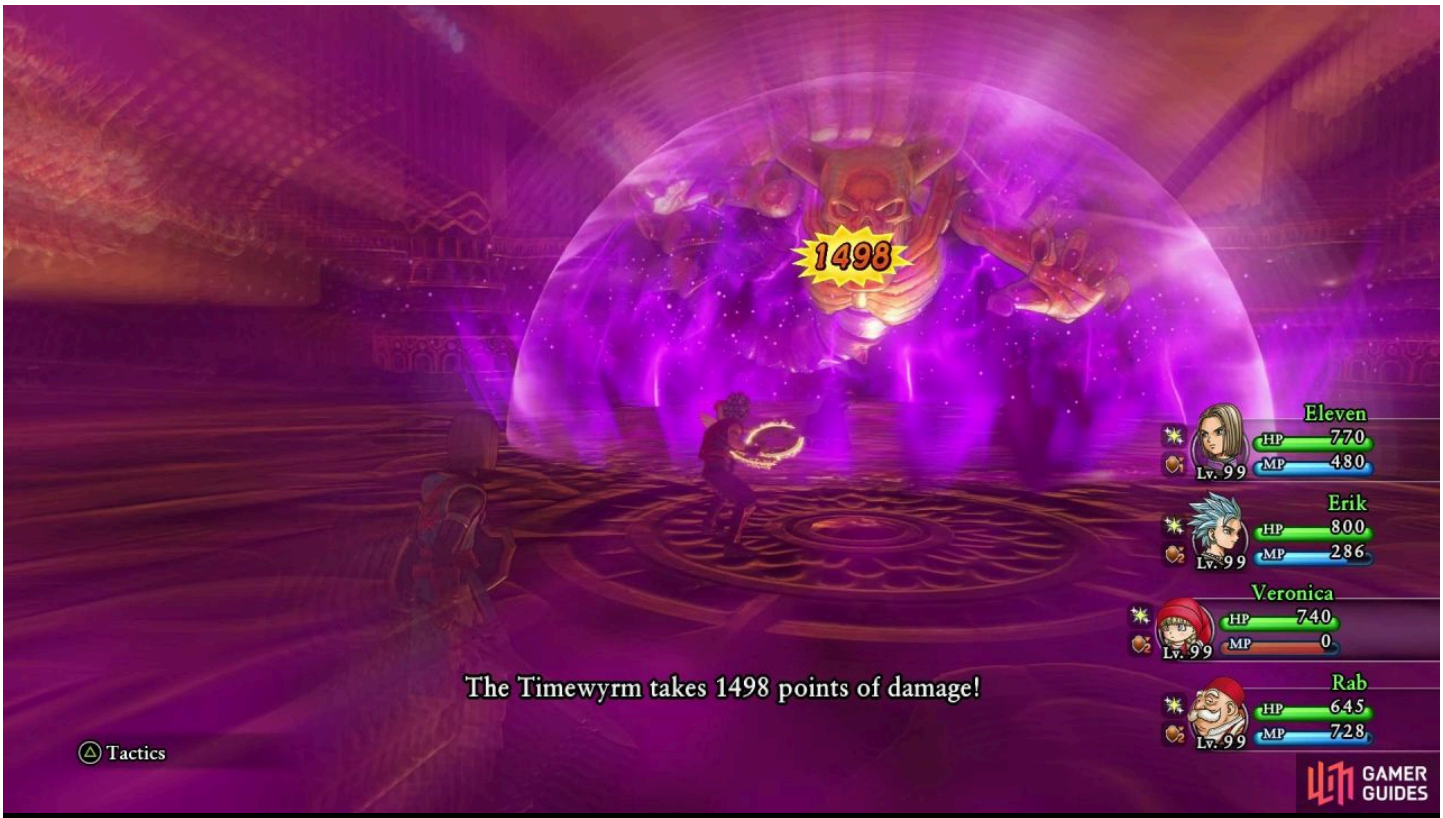
Tactics
Eleven
HP 770
MP 472
Lv. 99
Erik
HP 800
MP 334
Lv. 99
Veronica
HP 740
MP 999
Lv. 99
Rab
HP 645
MP 748
Lv. 99
GAMER GUIDES

① Each phase switch will always have the part using disruptive wave to dispel buffs


Spells now use double the MP!

Tactics
Eleven
HP 770
MP 480
Lv. 99
Erik
HP 800
MP 334
Lv. 99
Veronica
HP 740
MP 999
Lv. 99
Rab
HP 645
MP 748
Lv. 99
GAMER GUIDES

② The mist from the main body will double the cost of all spells and abilites



The Timewyrm takes 1498 points of damage!

3 This makes Magic Burst do half the damage it normally does

Both of them can waste a turn by “guffawing graciously,” which is something you always want to see in a tough battle like this. Once you deal enough damage to Timewyrm, the true battle will begin, as both Timewyrm and the Tail will be in the front now. They don’t have any new moves here, save for when they’re both pepped up, but each one should be getting two actions per turn (sometimes they don’t, for some odd reason). If you do see them get pepped up and aren’t using Rab, it might be a good idea to switch him in and have him dispel it with either Rake ‘n’ Break or Clear Your Mind.

Doing this will get rid of any normal buffs they may have, but most importantly, it removes their pepped up state. Should you not do this, then you may see one of two different Pep Powers. **Malicious Magic Burst** will do heavy damage to the entire party, so if you’re not topped off with 999 HP, then it might wipe the party. The other Pep Power is called **Blackest Mark**, which will inflict damage on each character’s turn. This damage is dark-elemental, but the thought of removing the Catholicon Rings is too great. During this final phase, the Tail can chew up some party members, removing them from the battle for a few turns. When it spits them out, they can be afflicted with some ailments.

Strategy

So, that’s pretty much the entire fight, which can be scary because of the high damage being thrown your way. If you’re not fighting it with Yggdragon’s Blessing, then you want to use buffs (Kabuff, Magic Barrier, Insulatle) to make survivability greater, reapplying them during each phase. Having both the Hero and Serena here is invaluable, since both have Omniheal. The Hero should be using Sword Dance, while either Jade using Multifeet or Erik using Double Down, depending on who you brought along. You could fill the other characters' inventories with Elfin Elixirs and Yggdrasil Leaves/Dews for healing/reviving.

The Timewyrm's Tail takes 2997 points of damage!

Each affected party member takes about 174 points of damage!

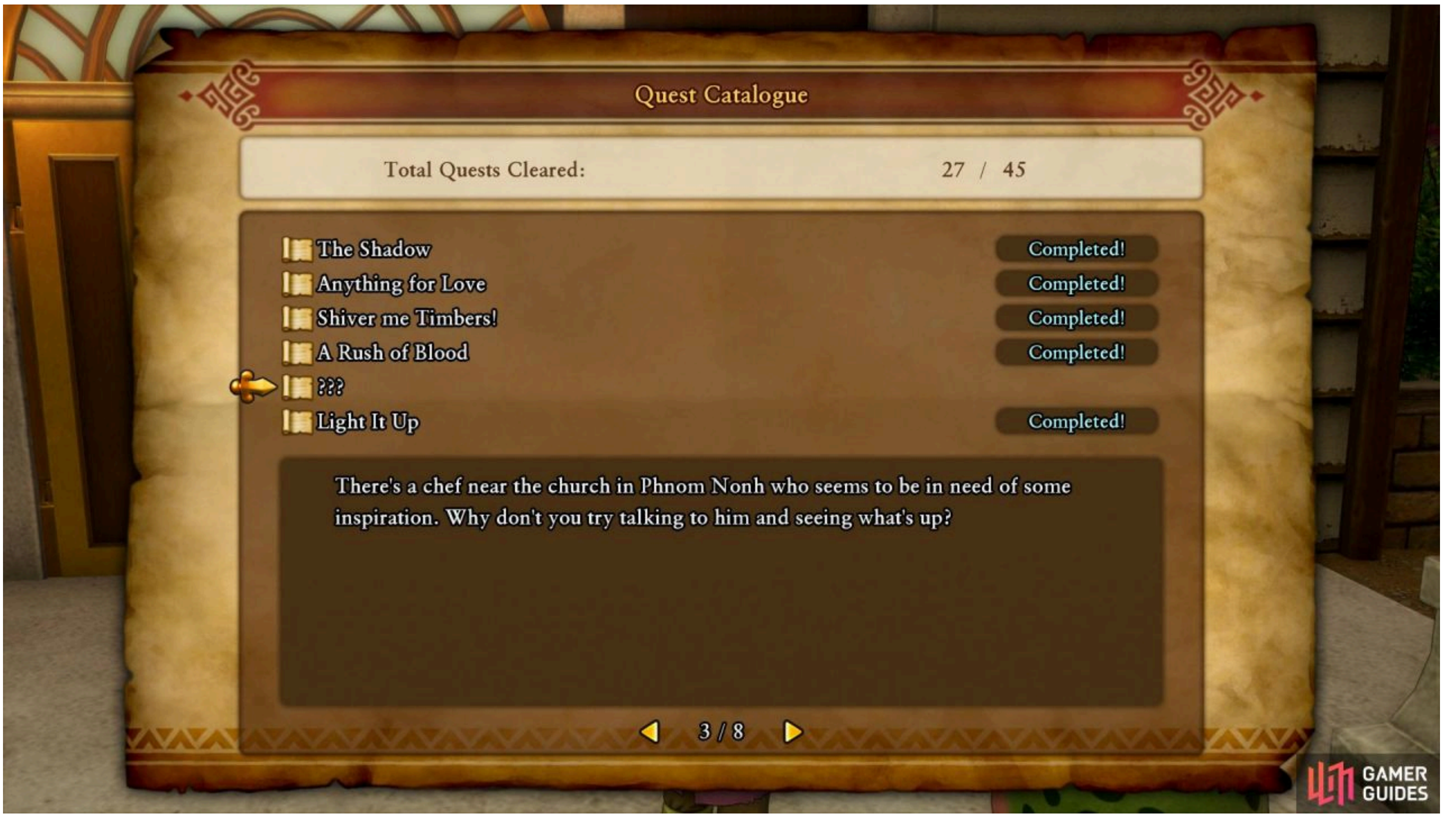
2997
Eleven
Erik
Veronica
Rab
Tactics
246
169
16
GAMER GUIDES

Magic Burst will be your best bet for damage in this battle (left), Sometimes you will get a bad roll on turn order even when using Yggdragon's Blessing (right)

If you're using Yggdragon's Blessing, then things are going to be a little different. Everyone should be pepped before the battle begins, so your first action should be to use the Pep Power to make everyone invulnerable. This buff only lasts 2-3 turns, so when you see the icon flashing, you will want to toss a Pep Pop to get ready for another casting. Should you wish to fight normally after that, then you go to the above for the damage dealing options. Of course, Veronica should be using Magic Burst, especially if you didn't farm Seeds of Strength, as that will be your best offensive option. Feed her Elfin Elixirs to keep using it, keeping in mind that the MP cost-increasing thing the main Timewyrm does will cut the damage in half.

You should be able to persevere if you have enough Pep Pops and Elfin Elixirs, using the second method. Your reward for winning the bout is two items, the **Hare-Raising Suit** for Jade and the **Sands of Lost Time**. The armor will make Jade invincible, as any time her HP is reduced to zero, she will be automatically revived. If you've obtain all of the other costumes in the game, then this will be the final one, popping the Dedicated Follower of Fashion trophy/achievement in the Definitive Edition. The other item, the Sands of Lost Time, will enable you to refight the Timewyrm again. The only reason for doing so is because there's two additional Accolades, one for defeating it under 70 turns and another for defeating it in under 50 turns.

A Note About Quests


Quest Catalogue

Total Quests Cleared: 27 / 45

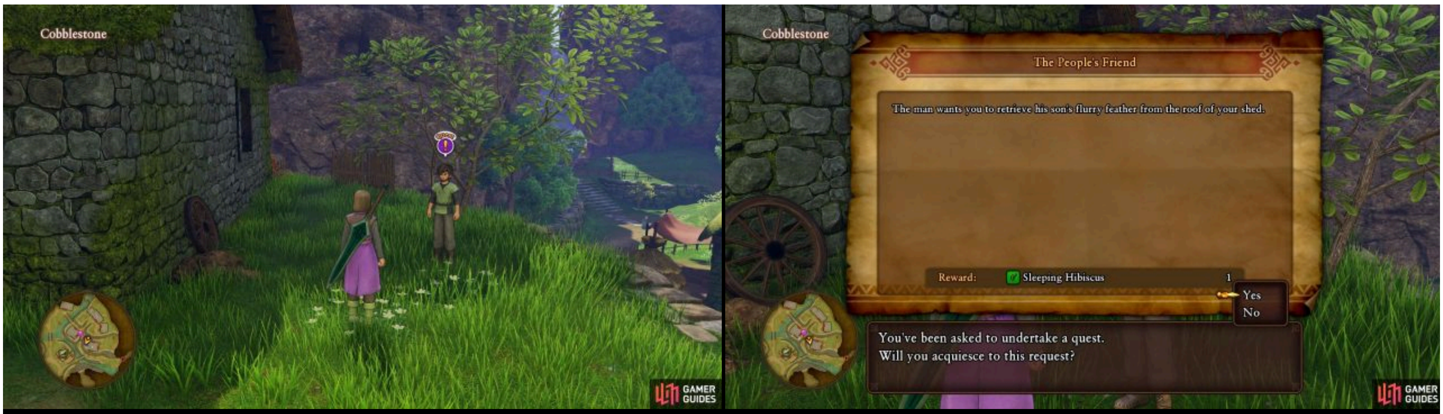
The Shadow Completed!
Anything for Love Completed!
Shiver me Timbers! Completed!
A Rush of Blood Completed!
???
Light It Up Completed!

There's a chef near the church in Phnom Nonh who seems to be in need of some inspiration. Why don't you try talking to him and seeing what's up?

Quests in Dragon Quest XI get added to your Quest Catalogue as you advance through the Acts. The original quest list is just 26 quests but this will soon expand to 45 at Act II and then 60 by the end of Act III. As quests get added to the list, some will take the place of previous numbered quests. For example, Quest 17 is Light It Up in Act I but during Act II, becomes Quest 18 and a new quest becomes Quest 17.

For this reason, you'll find the quest numbering for this section begun in Act I and as such, the numbers will reflect when this walkthrough encountered them during the playthrough. Rest assured, all quests are covered and contain their title to make it easier to find the quest you're looking for.

01 The People's Friend


Cobblestone
Cobblestone
The People's Friend
Reward:
Sleeping Hibiscus
1
Yes
No
GAMER GUIDES
GAMER GUIDES

The man wants you to retrieve his son's flurry feather from the roof of your shed.

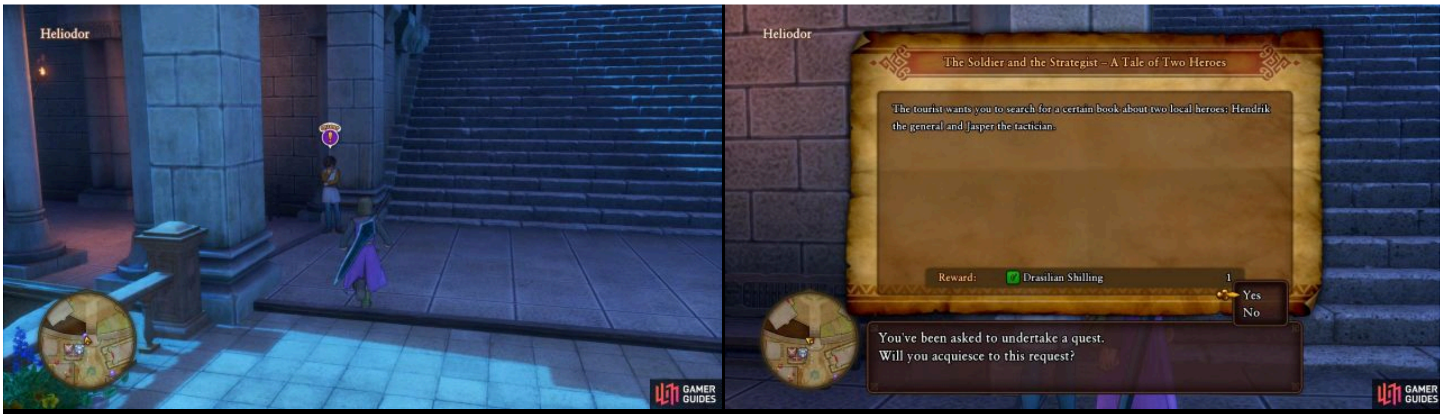
You've been asked to undertake a quest.
Will you acquiesce to this request?

You can find the man just down the stairs from the Hero’s home (left), he’ll ask you to retrieve his son’s lost Flurry Feather. (right)

Quest Acquisition	Reward
Cobblestone, man to the east	Sleeping Hibiscus

This quest is virtually unmissable, you’ll run into the man once you exit your home in Cobblestone. The man wants you to grab his son’ Flurry Feather that is stuck on the roof of the Hero’s shed. Head to the shed next to the Hero’s house back upstairs and use the crates to reach the roof, there’s a Sparkly Spot that you can find here, this is the Flurry Feather. Drop back down to the ground and hand over the feather to complete the quest.

02 The Soldier and the Strategist - A Tale of Two Heroes



The Soldier and the Strategist – A Tale of Two Heroes

The tourist wants you to search for a certain book about two local heroes: Hendrik the general and Jasper the tactician.

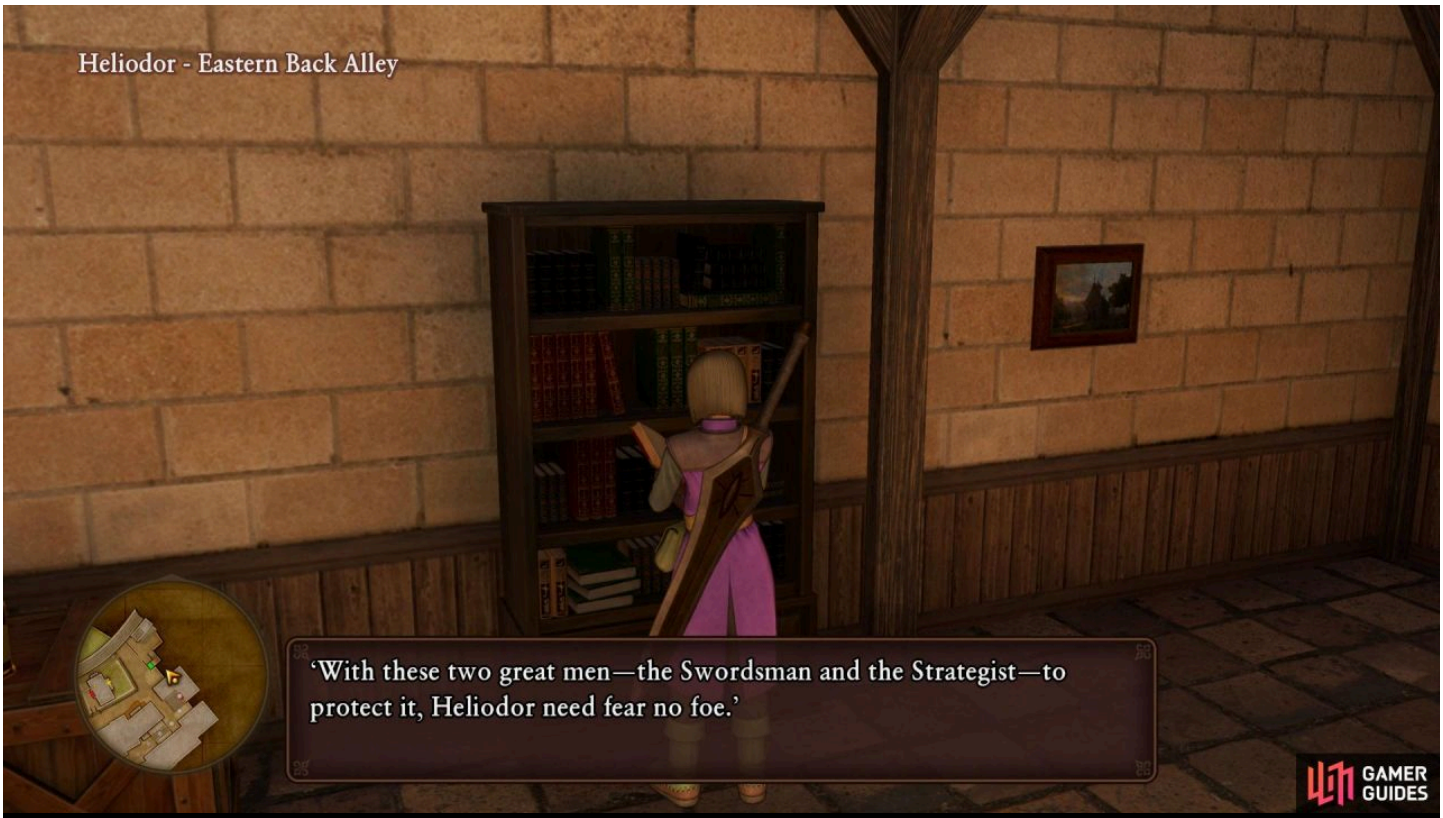
Reward: Drasilian Shilling 1

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find the quest giver to the the left of the stairs leading to the Royal Quarter (left), he wants you to track down a book detailing the exploits of his heroes. (right)

Quest Acquisition	Reward
Heliodor, man to the left of the stairs leading to the Royal Square	Drasilian Shilling

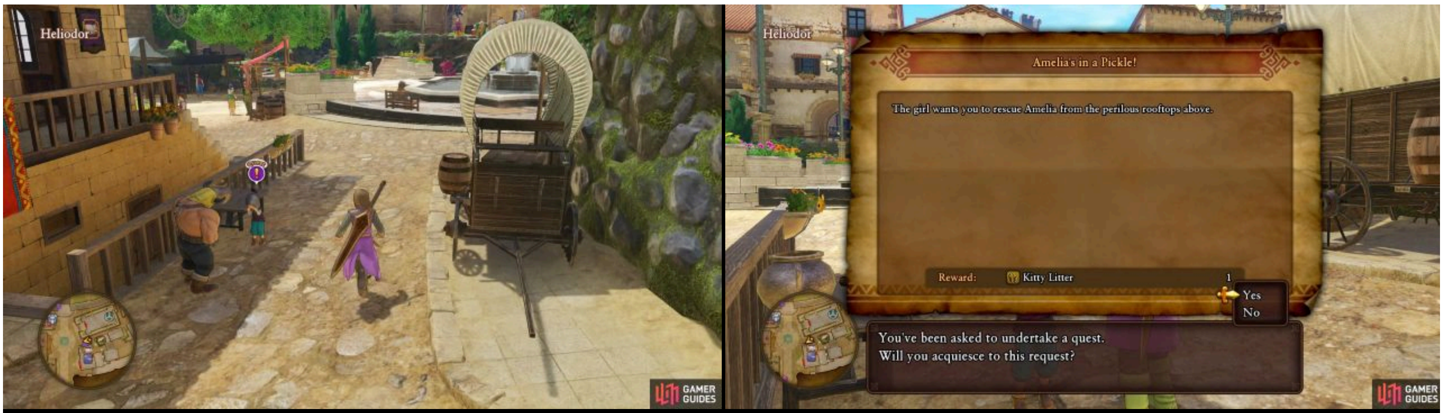
After you enter Heliodor for the first time, make your way towards the stairs to the north leading to the Royal Quarter. To the left of them you'll spot the quest giver, he wants you to help him find a Book detailing the exploits of the Kingdom's finest soldiers and suggests you should search east of town. Do just that, head to the far east and into the corner house where you'll find a Bookshelf you can search containing the Book in question. Return to the man once more to deliver it to him and complete the quest.



'With these two great men—the Swordsman and the Strategist—to protect it, Heliodor need fear no foe.'

Enter the house to the far east of town to find the Bookshelf housing the tome.

03 Amelia's in a Pickle!



Amelia's in a Pickle!

The girl wants you to rescue Amelia from the perilous rooftops above.

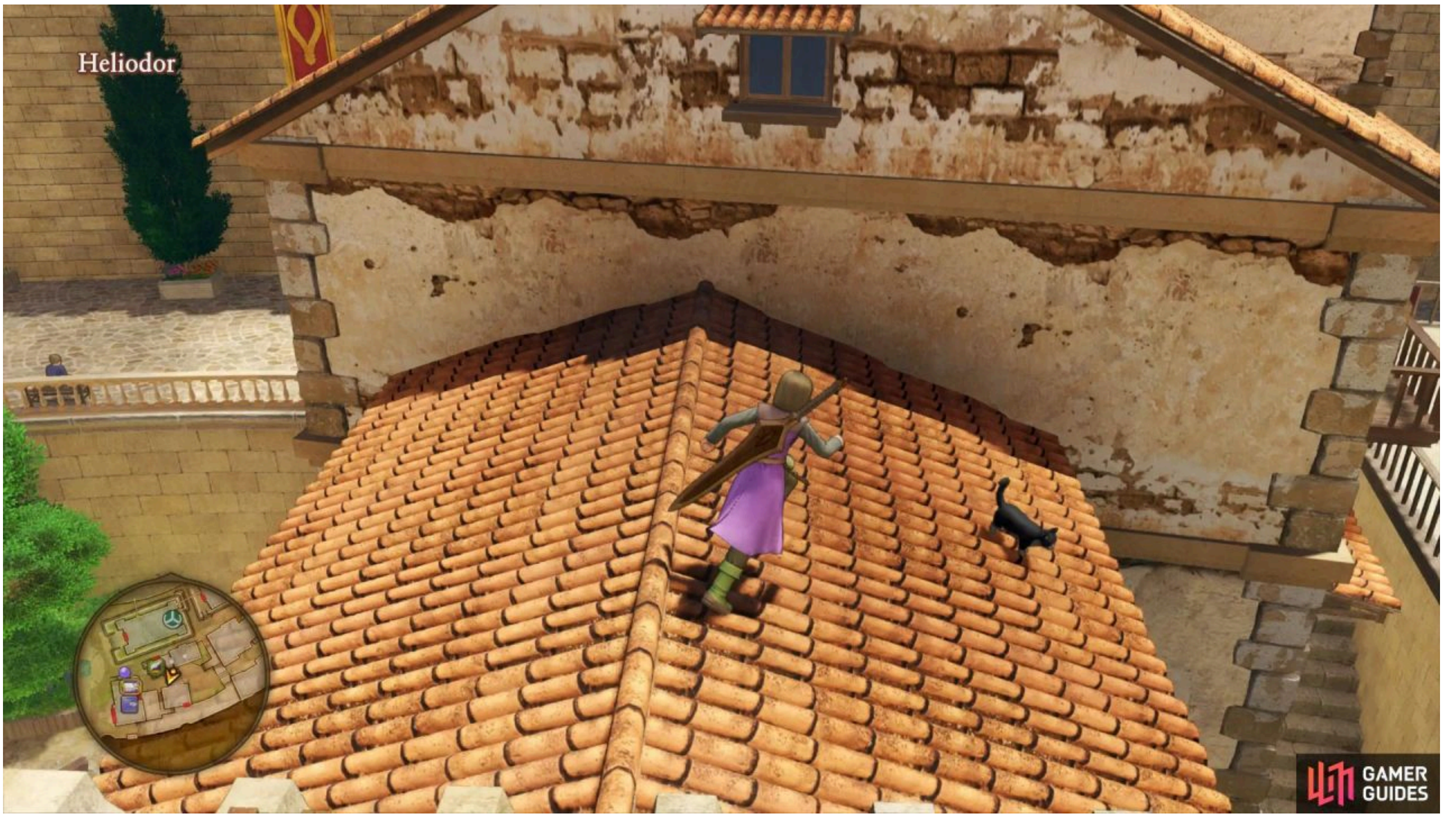
Reward: Kitty Litter 1

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find a crying girl just outside the Inn (left), she wants you to rescue her cat from the roof. (right)

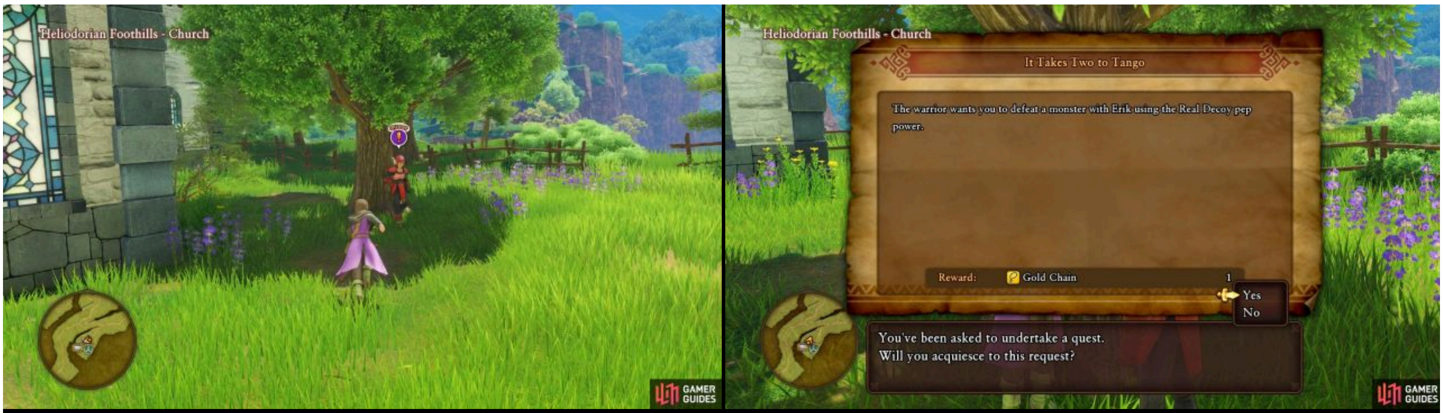
Quest Acquisition	Reward
Heliodor, Girl outside the Inn	Kitty Litter

Head outside the Inn and towards the Item shop to find a young girl crying. Speaking to her you'll discover that her cat has managed to get stuck on a nearby rooftop. Head into the nearby Item shop and climb the ladder within to reach the roof, the cat can be found on the roof to the right. Examine the poor kitty to help free her before dropping back down the girl to deliver the good news.



You can use the ladder in the Item shop to reach this rooftop.

04 It Takes Two to Tango


Heliodorian Foothills - Church
Heliodorian Foothills - Church
It Takes Two to Tango
Reward: Gold Chain 1
Yes
No

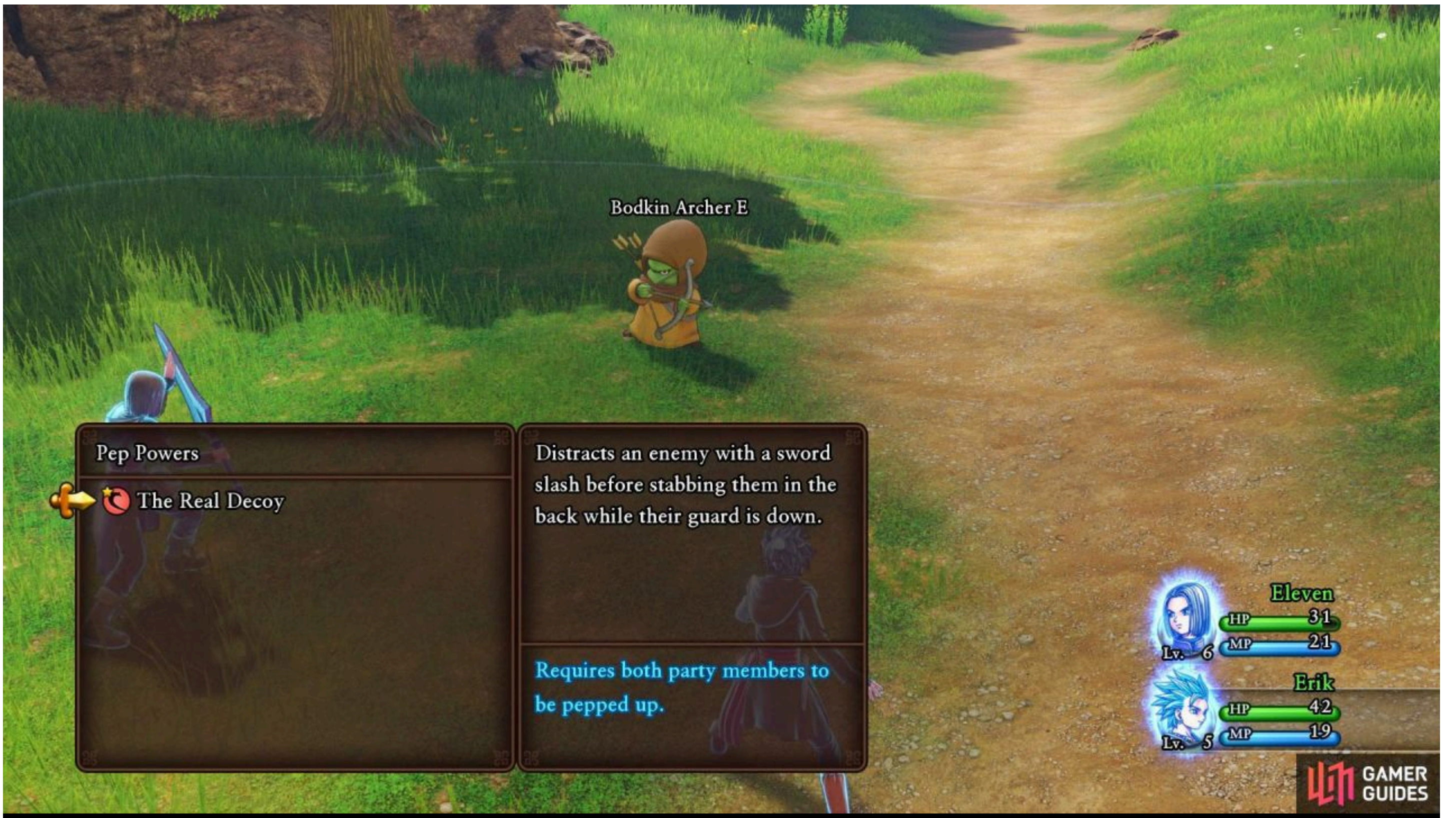
The warrior wants you to defeat a monster with Erik using the Real Decoy pep power.

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find the quest giver outside the Church in the Helidorian Foothills (left), he wants you to use The Real Decoy Pep Power in a battle before returning to him. (right)

Quest Acquisition	Reward
Heliodorian Foothills, Man outside the Church	Gold Chain

After you escape Heliodor you'll find yourself at a Church in the Foothills. Head outside and you'll find a man slumped up against a tree. Head over to him to hear his request, he wishes for you to show him a Pep Power, The Real Decoy being the only one you possess. To use a Pep Power, you'll need both Erik and the Hero Pepped Up, this is best achieved by entering a battle and killing all but one monster and then proceeding to defend until you find both characters in the state. Once they're both Pepped Up, a new option will be available at the top of the combat menu and you'll be able to use The Real Decoy. Once this is done, head back to the quest giver and speak to him to complete the quest.

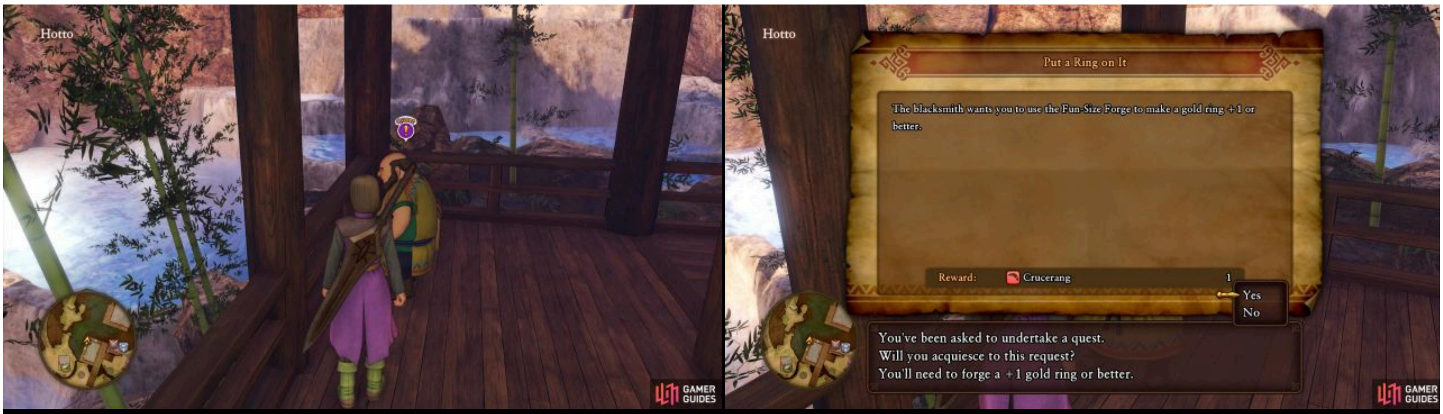


Distracts an enemy with a sword slash before stabbing them in the back while their guard is down.

Requires both party members to be pepped up.

Select Pep Powers to find The Real Decoy and use it against a monster.

05 Put a Ring on It



Put a Ring on It

The blacksmith wants you to use the Fun-Size Forge to make a gold ring +1 or better.

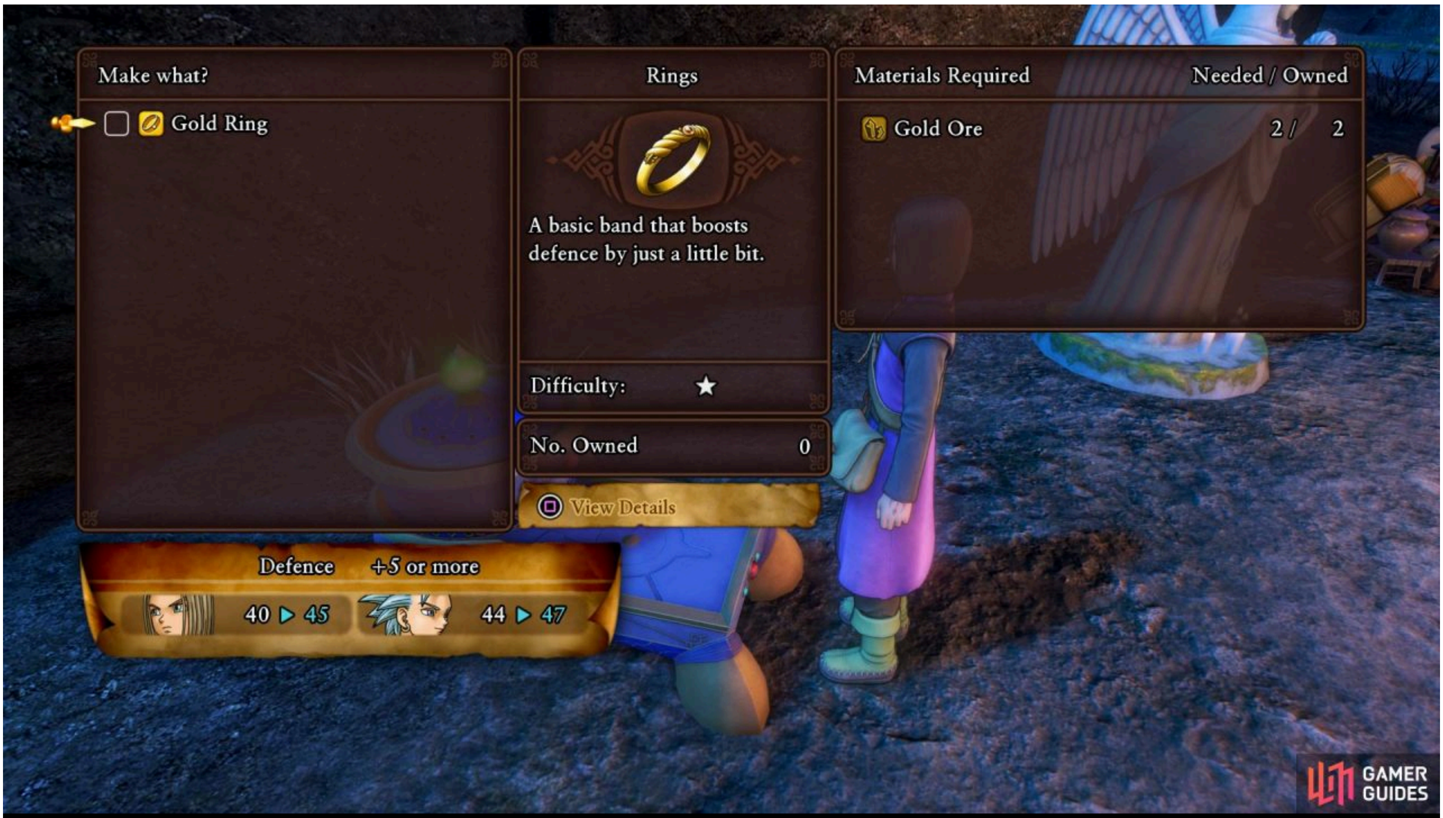
Reward: Crucerang 1

You've been asked to undertake a quest.
Will you acquiesce to this request?
You'll need to forge a +1 gold ring or better.

The quest giver can be reached by heading out the back of the bar (left), you'll need to forge a Gold Ring +1 using the Gold Ore from the nearby chest. (right)

Quest Acquisition	Reward
Hotto, Man at the back of the bar	Crucerang

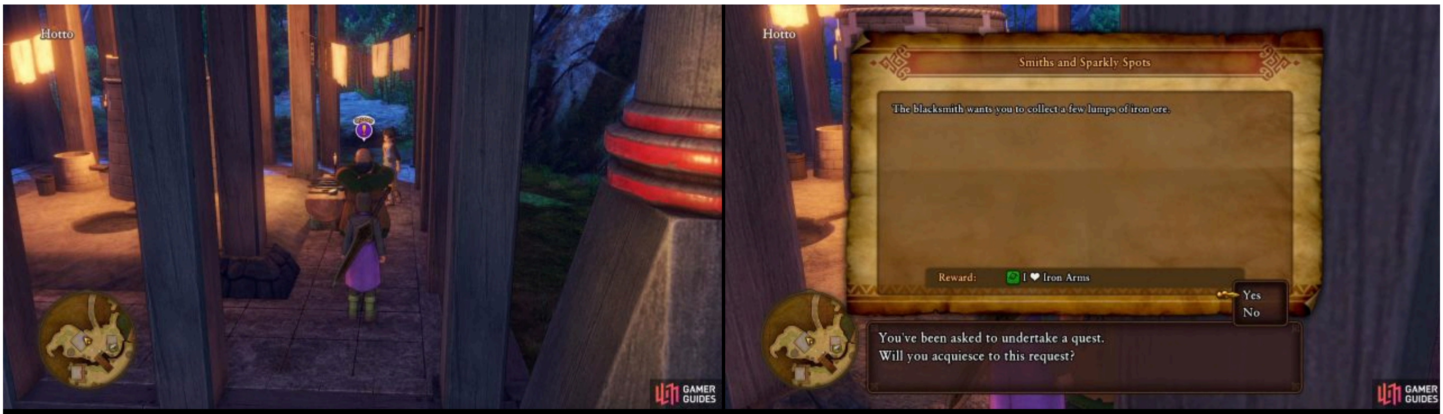
Head to Hotto and take the northeast stairs up to the bar. You can head out the back door to a balcony where you'll find the stricken father. He needs assistance in forging a Gold Ring +1 (or higher) for his son using the Fun-Sized Forge. Head over to the nearby Camp to the west to use the forge and craft the necessary ring. If you failed to make a +1 version of it then Rework the item until you reach it. Once forged, return to the man in Hotto and turn the Ring over, you'll lose the ring but gain a Crucerang in return.


Make what?
Gold Ring
Rings
Materials Required
Needed / Owned
Gold Ore
2 / 2
Difficulty: ★
No. Owned 0
View Details
Defence +5 or more
40 ▷ 45
44 ▷ 47
GAMER GUIDES

A basic band that boosts defence by just a little bit.

Make use of the forge to create the ring in question.

06 Smiths and Sparkly Spots



Smiths and Sparkly Spots

The blacksmith wants you to collect a few lumps of iron ore.

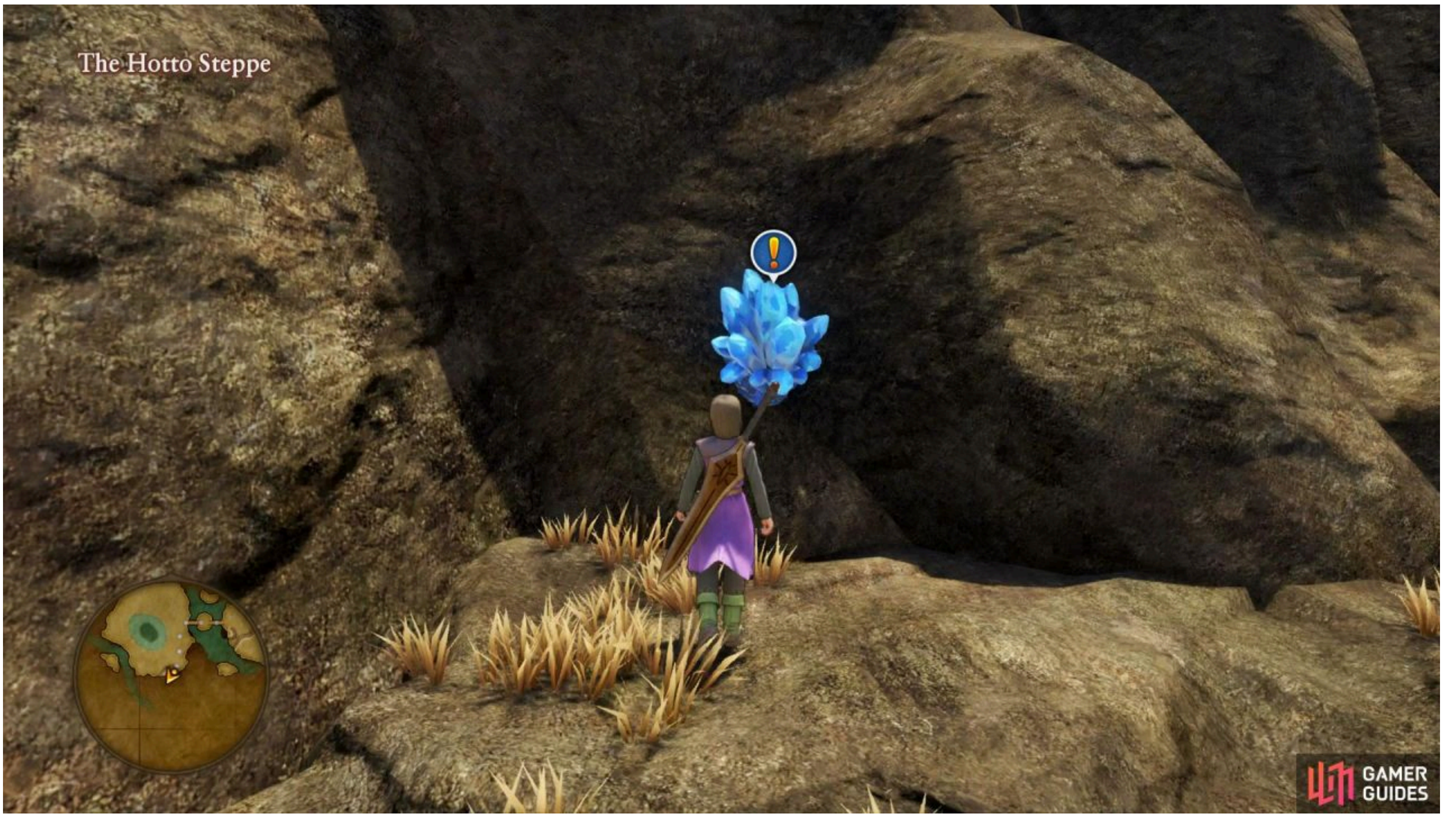
Reward: I ❤ Iron Arms

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find the man at the forge to the northwest (left), a new Recipe Book is your reward for this simple quest. (right)

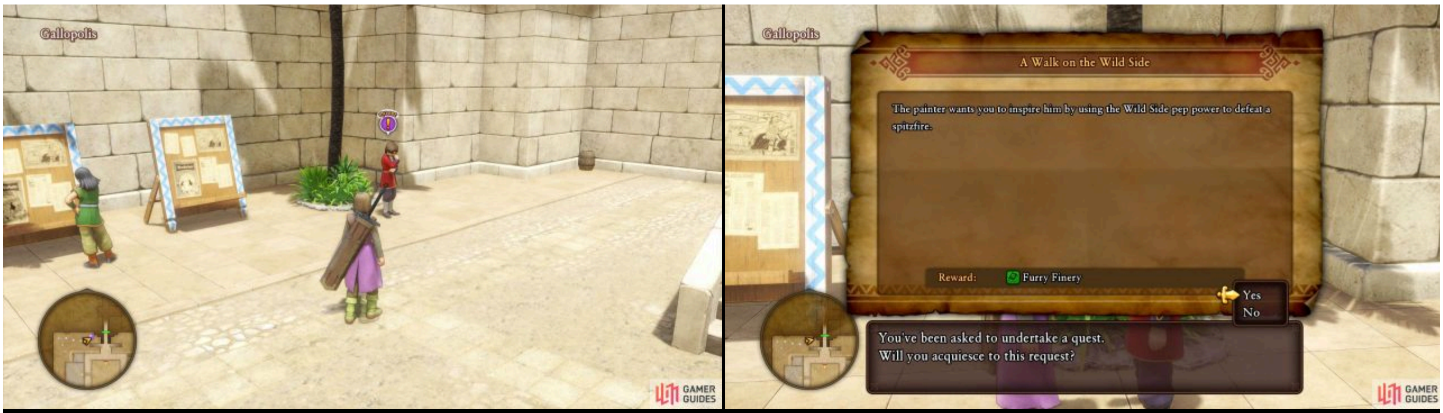
Quest Acquisition	Reward
Hotto, Man to the northwest	I Love Iron Arms Recipe Book

Head to Hotto and seek out the man standing outside the forge to the northwest. He needs more Iron Ore for the forge and tasks you with procuring some. Simply head out of Hotto and make your way to the southwest where you'll find a Crystal gathering point, mine it to obtain the Iron Ore and return with it to complete the quest.



There’s a Crystal gathering point nearby where you can snag yourself some Iron Ore.

07 A Walk on the Wild Side



A Walk on the Wild Side

The painter wants you to inspire him by using the Wild Side pep power to defeat a spitzfire.

Reward: Furry Finery

You've been asked to undertake a quest.
Will you acquiesce to this request?

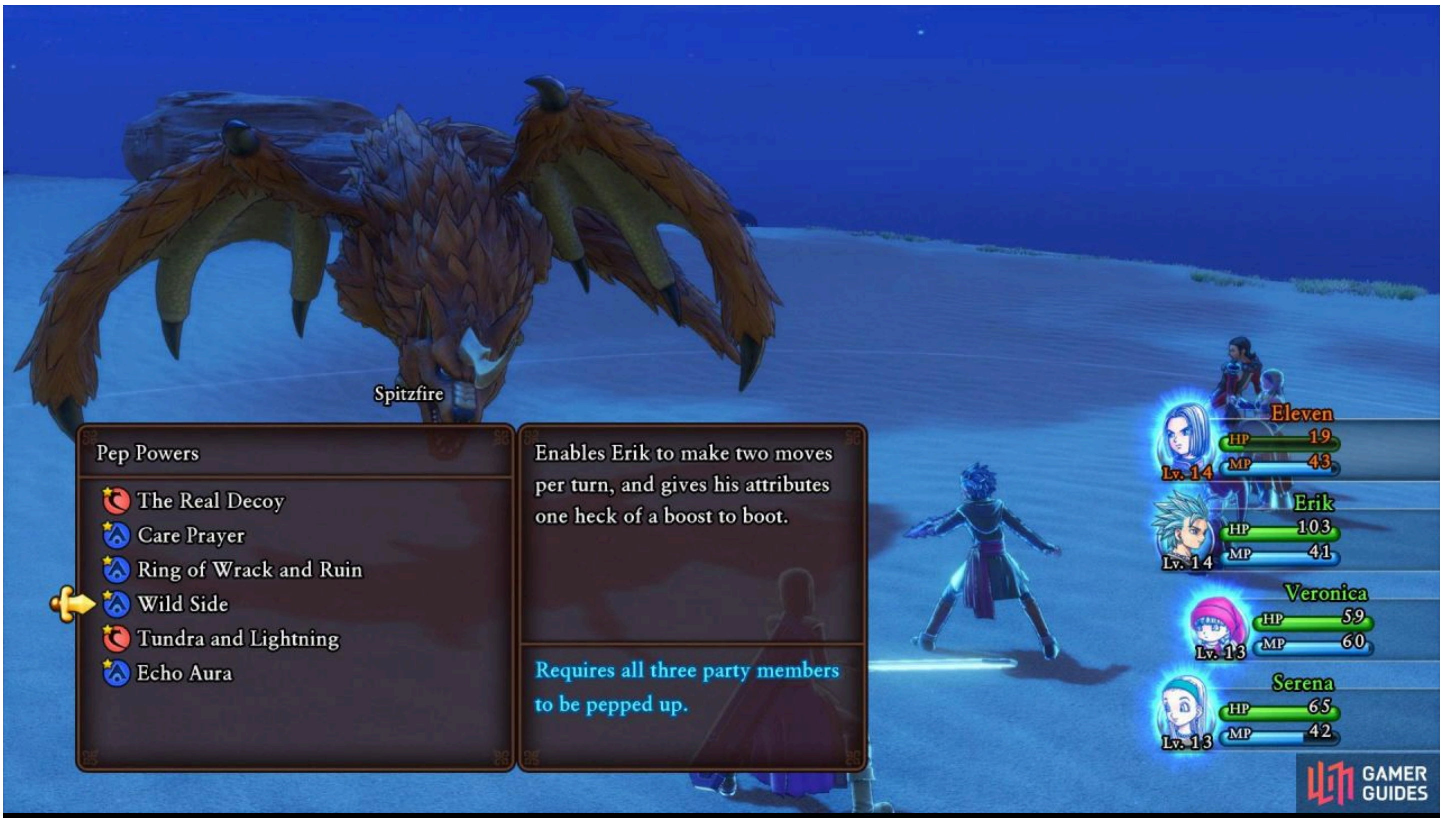
You'll find the downtrodden Artist to the north-west of Gallopolis (left), you'll need to have the Hero, Serena and Erik Pepped up to use Wild Side. (right)

Quest Acquisition	Reward
Gallopolis, man to the north-west	Furry Finery Recipe Book

Once you reach Gallopolis, head to the north-west of the city to find an Artist looking for inspiration. He comes up with the idea to create a battle piece, one which he needs you to help him with by using Wild Side.

Head out into the desert once you're on the hunt for The Slayer of the Sands and search near the ruins to find Spitzfires. Once you have the Hero, Erik and Serena all Pepped up then use Wild Side, this will boost Erik's stats and give him two turns a combat round. Simply defeat the beast with this active to fulfil the requirements asked by the Artist. You do not need to actually deal the killing blow with Erik to finish the quest.

The difficulty in this quest comes from getting all three characters Pepped Up. The best way to achieve this is to defend in a battle until one by one they're all Pepped Up. This however is still not enough sometimes, no matter what you do you won't have all three Pepped Up at the same time. For this reason it's best to wait until you get your fifth party member, you can then remove one of the Pepped Up characters while you wait for the other two to reach the state. Your characters will retain their Pep status even if they're not in the main party.

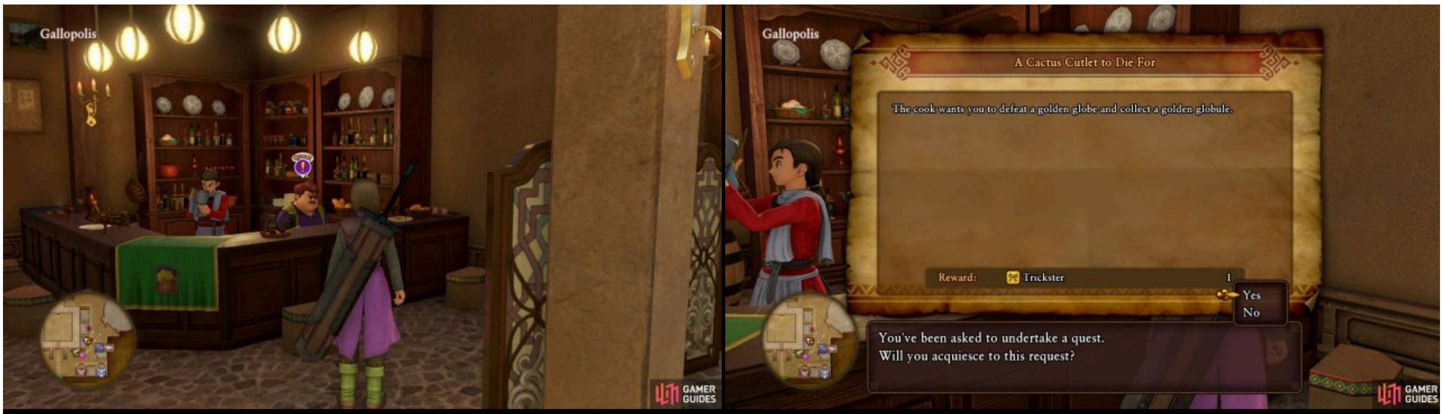

Spitzfire
Pep Powers
The Real Decoy
Care Prayer
Ring of Wrack and Ruin
Wild Side
Tundra and Lightning
Echo Aura
Eleven
HP 19
MP 43
Lv. 14
Erik
HP 103
MP 41
Lv. 14
Veronica
HP 59
MP 60
Lv. 13
Serena
HP 65
MP 42
Lv. 13
GAMER GUIDES

Enables Erik to make two moves per turn, and gives his attributes one heck of a boost to boot.

Requires all three party members to be pepped up.

Once Pepped Up, unleash Wild Side before defeating the Spitzfire.

08 A Cactus Cutlet to Die For



A Cactus Cutlet to Die For

The cook wants you to defeat a golden globe and collect a golden globule.

Reward: Trickster 1

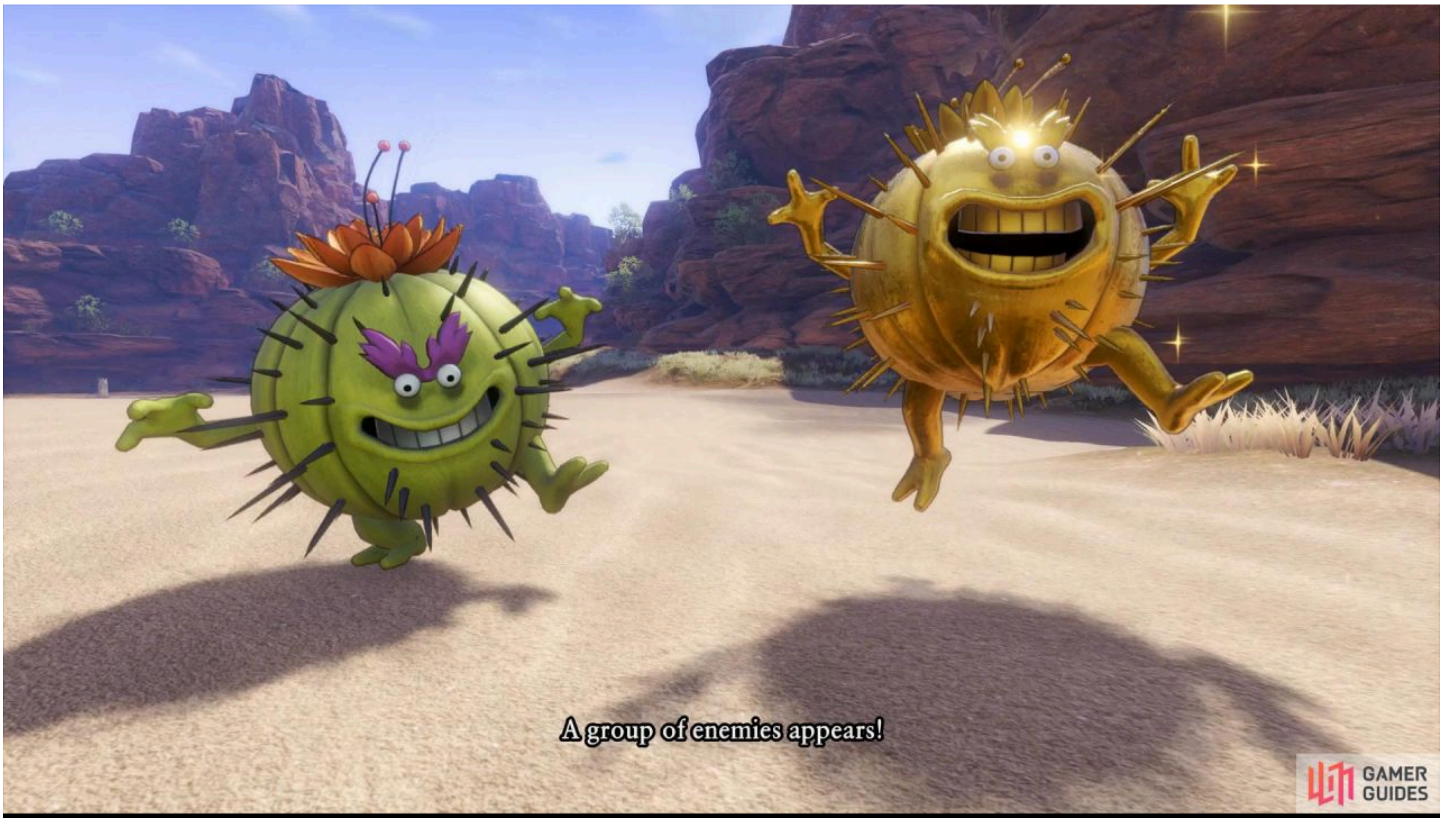
You've been asked to undertake a quest.
Will you acquiesce to this request?

Head into the Tavern in Gallopolis to start this quest (left), you'll need to defeat a rare Cactiball to obtain the ingredient. (right)

Quest Acquisition	Reward
Gallopolis, man in the Tavern	Trickster

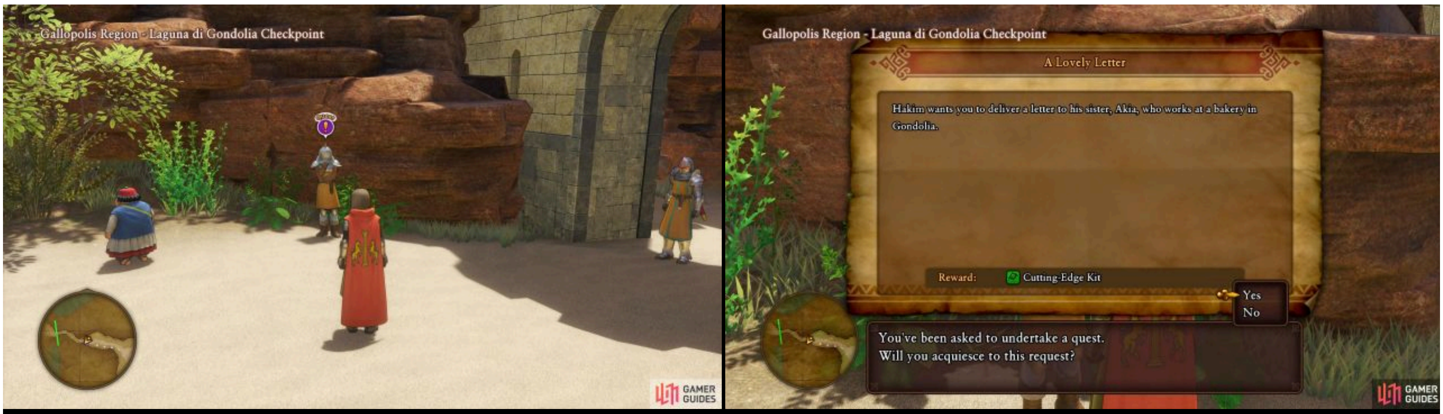
Head over to the Tavern in Gallopolis and speak to the bartender, he will let you know that he wishes to spice up the menu with a Golden Globule dropped from Golden Globes, a rare Cactiball.

Head out into the desert and begin fighting Cactiballs, you'll have to keep doing this until eventually you encounter a Golden Globe in a battle with one. The best place to do this is near the South Campsite, you'll find some in the corner there and you can use the Camp to recover HP and MP while you fight the battles. Once you find one, be cautious as it has a lot more HP than its regular counterpart and can deal more damage, consider using Sap with Veronica before pounding on it. With the monster defeated, return to the bartender and deliver the globule to finish the quest.



You'll have to be patient while fighting regular Cactiballs until you meet the Golden Globe.

09 A Lovely Letter


Gallopolis Region - Laguna di Gondolia Checkpoint
Gallopolis Region - Laguna di Gondolia Checkpoint
A Lovely Letter
Yes
No
GAMER GUIDES
GAMER GUIDES

Hakim wants you to deliver a letter to his sister, Akia, who works at a bakery in Gondolia.

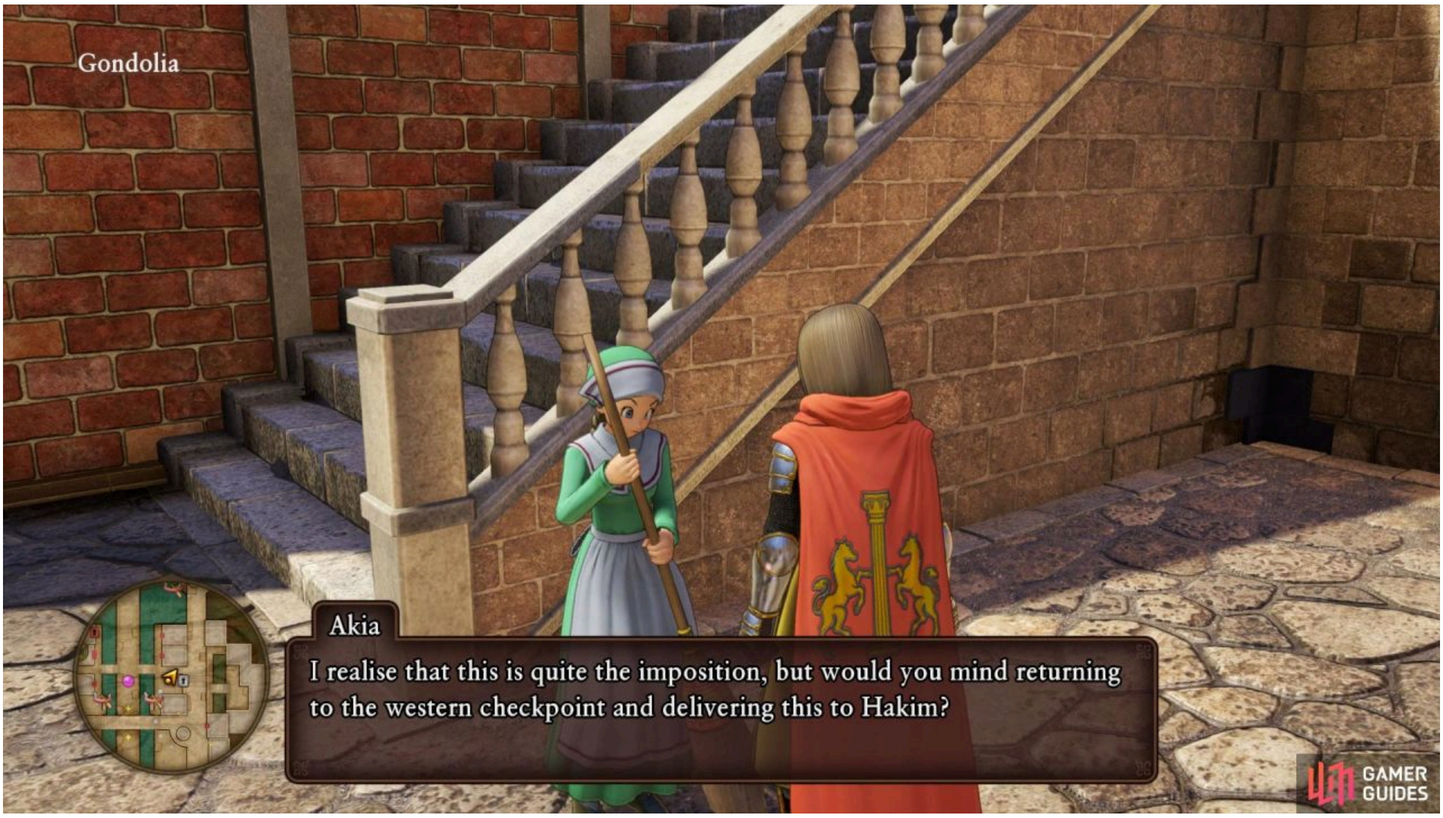
Reward: Cutting-Edge Kit

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find Hakim at the checkpoint to Gondolia in Gallopolis (left), he asks you to deliver a letter to his sister. (right)

Quest Acquisition	Reward
Gallopolis Region, man at the Gondolian Checkpoint	Cutting-Edge Kit

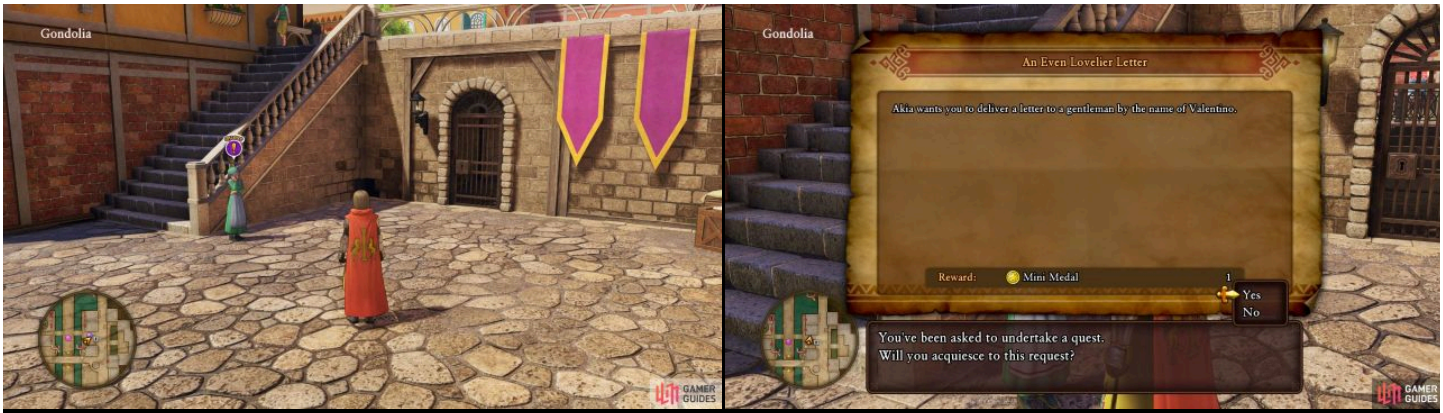
After you finish the events in Gallopolis you'll obtain a pass from the Sultan to proceed to Laguna di Gondolia. Head over to the checkpoint to find a man, Hakim, needing your assistance. He asks you to deliver a letter to his sister in Gondolia, noting that shes works at a bakery in the north-west of town. Once you reach Gondolia, head south of the Doge's house to find her sweeping the floor. Upon speaking to her, she'll hand you a letter to take back to Hakim, do so back at the checkpoint to complete the quest.


Gondolia
GAMER GUIDES

Akia
I realise that this is quite the imposition, but would you mind returning to the western checkpoint and delivering this to Hakim?

Akia will ask you to take a response back to her brother.

10 An Even Lovelier Letter


Gondolia
Gondolia
An Even Lovelier Letter
Reward:
Mini Medal
1
Yes
No
GAMER GUIDES
GAMER GUIDES

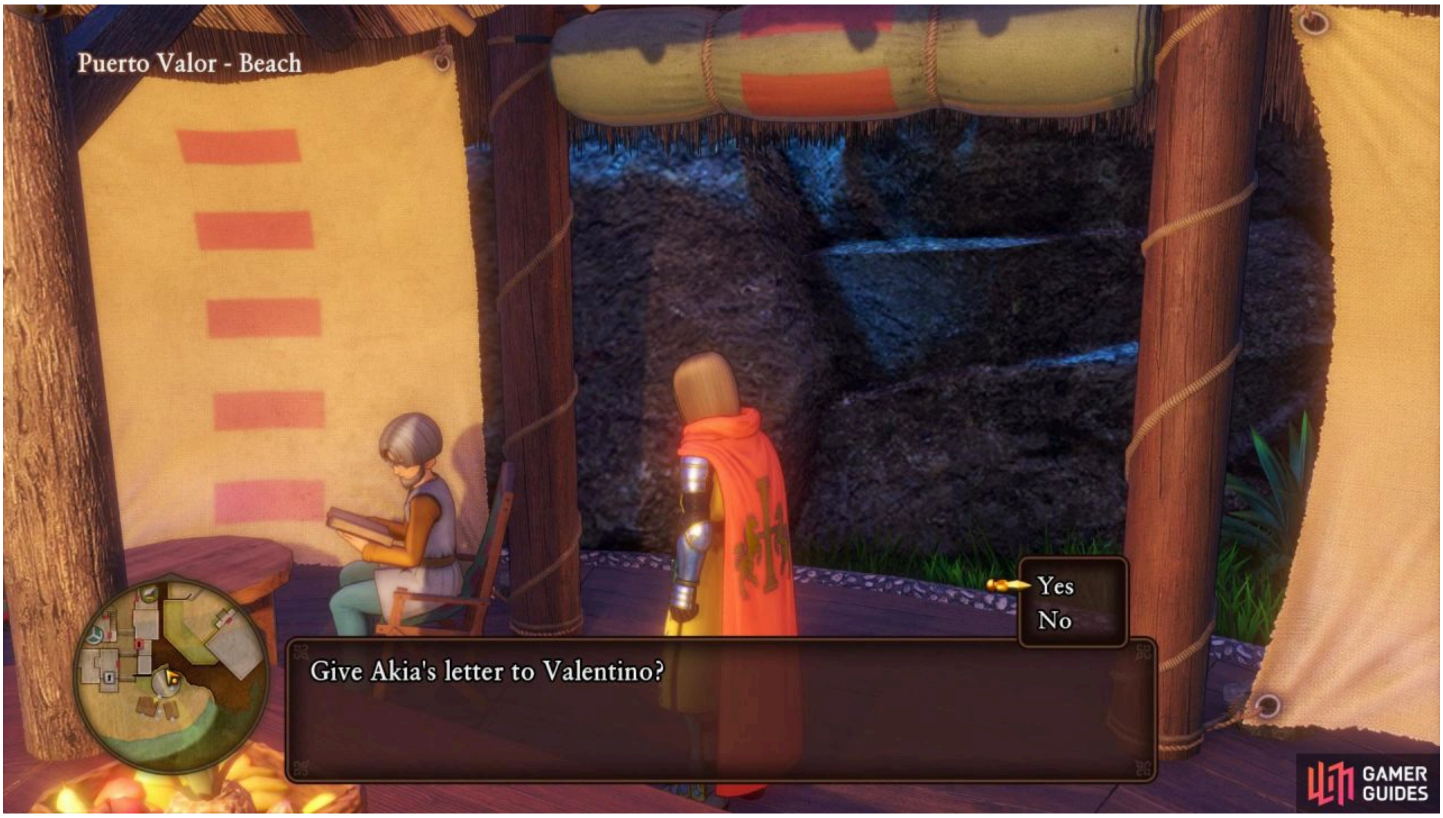
Akia wants you to deliver a letter to a gentleman by the name of Valentino.

You've been asked to undertake a quest.
Will you acquiesce to this request?

Return to Akia after completing Quest 09 to accept a follow up (left), she will ask you to seek out a man named Valentino. (right)

Quest Acquisition	Reward
Gondolia, Akia upon completing Quest 09	Mini Medal

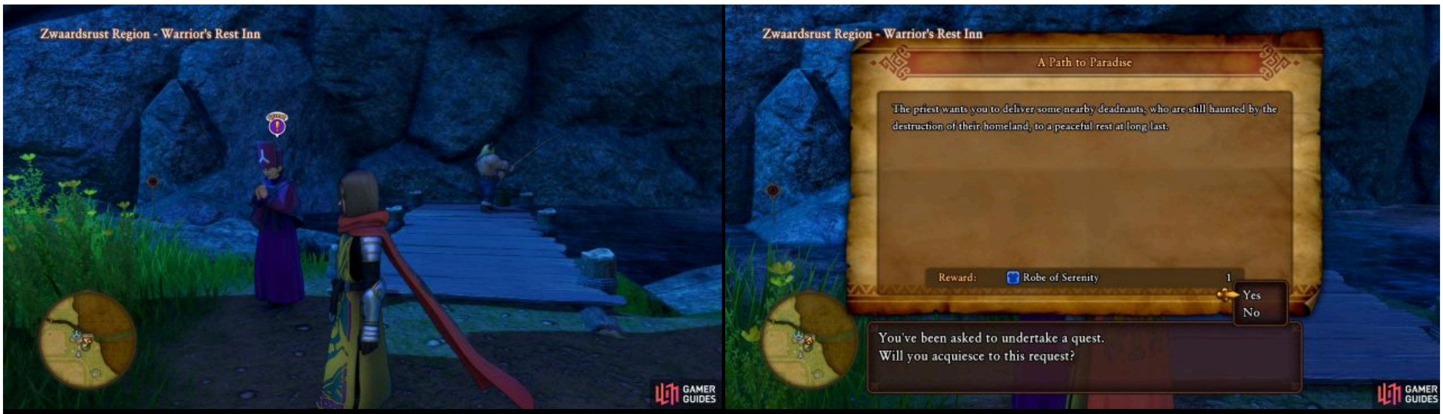
Upon completing **Quest 09** you'll be able to deliver one more letter for Akia. This time she has you going to Puerto Valor to seek out a man named Valentino. Once you gain access to the Salty Stallion, sail over to The Costa Valor and make for Puerto Valor to the south. Once in town, head to the the bar at the southeast to find a man sitting down reading a book. Speak to him to hand the letter over before returning to Akia to complete the quest.


Puerto Valor - Beach
Yes
No
GAMER GUIDES

Give Akia's letter to Valentino?

You can find Valentino in the bar near the beach.

11 A Path to Paradise


Zwaardsrust Region - Warrior's Rest Inn
Zwaardsrust Region - Warrior's Rest Inn
GAMER GUIDES
GAMER GUIDES

A Path to Paradise

The priest wants you to deliver some nearby deadnauts, who are still haunted by the destruction of their homeland, to a peaceful rest at long last.

Reward: Robe of Serenity 1

Yes
No

You've been asked to undertake a quest.
Will you acquiesce to this request?

Head to the back of the Warrior's Rest Inn in Zwaardsrust to begin this quest (left), you'll need to use the Pep Power Care Prayer on the Deadnauts at night. (right)

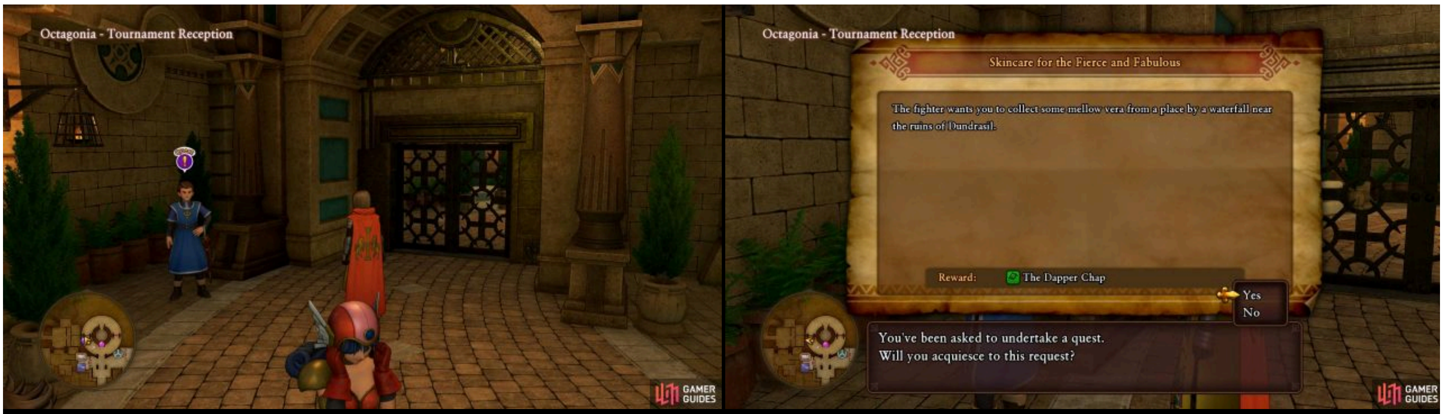
Quest Acquisition	Reward
Zwaardsrust Region, Priest behind the Warrior's Rest Inn	Robe of Serenity

When you reach the Zwaardsrust Region you'll eventually stumble upon the Warrior's Rest Inn. At the back you'll find a Priest lamenting about the deaths of his fallen brethren in the ruins to the west. To help them pass over to the next life, he asks if you can perform a Care Prayer on a Deadnaut found there at night.

Place Serena and the Hero in your party and get them into a Pepped Up state. Once that's done, head over to the ruins west of the Inn at night to find Deadnauts wandering all over the place. Cast the Pep Power Care Prayer on one in battle before defeating it to meet the requirements. The Priest will thank you upon your return and reward you with a very useful Serenity Robe.

Care Prayer is performed by the Hero and Serena.

12 Skincare for the Fierce and Fabulous


Octagonia - Tournament Reception
Octagonia - Tournament Reception
Skincare for the Fierce and Fabulous
Reward:
The Dapper Chap
Yes
No

The fighter wants you to collect some mellow vera from a place by a waterfall near the ruins of Dundrasil.

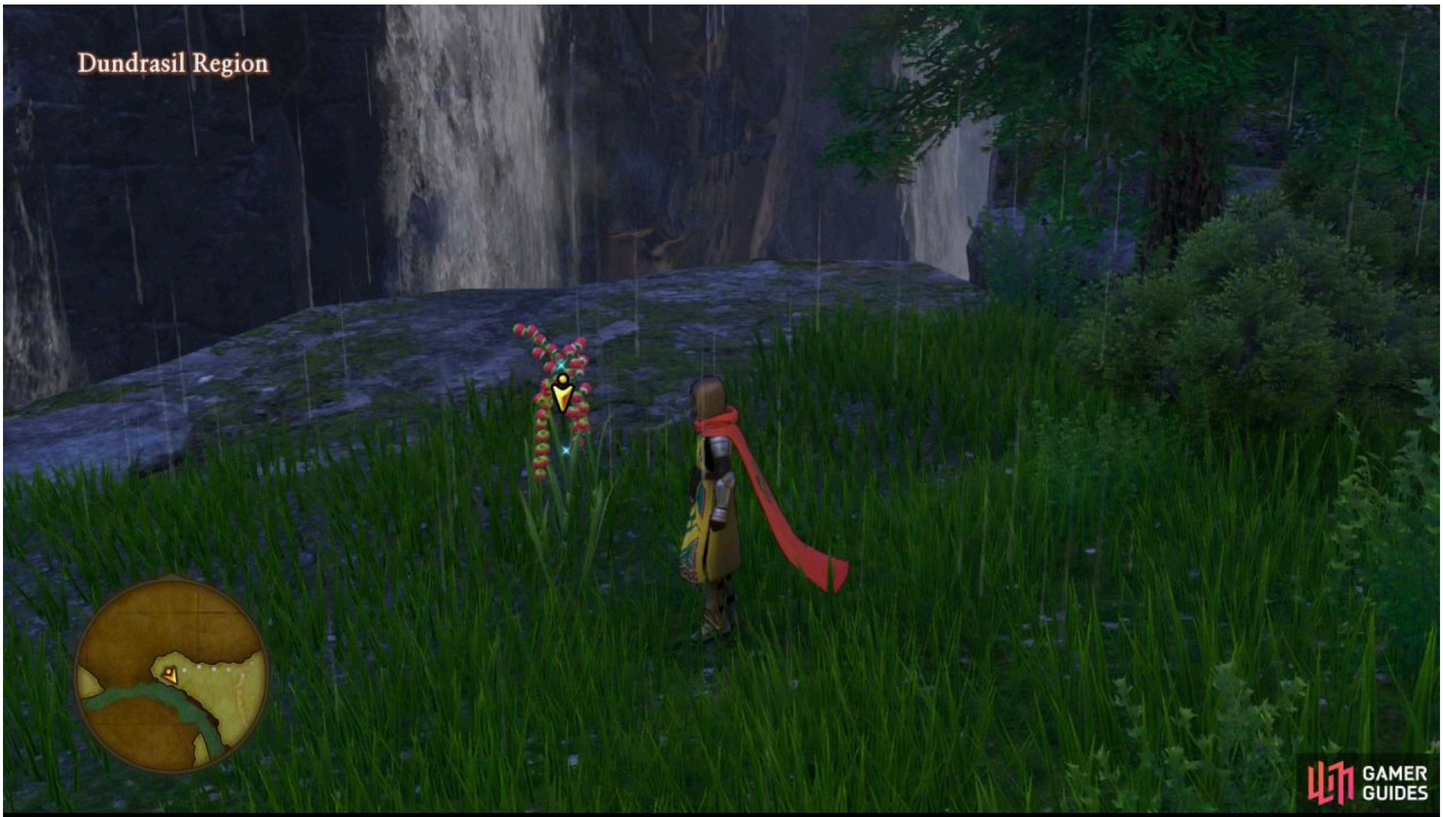
You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find this man to the left of the counter (left), he needs help tracking down something for his skin. (right)

Quest Acquisition	Reward
Octagonia, Man to the left of the counter	The Dapper Chap

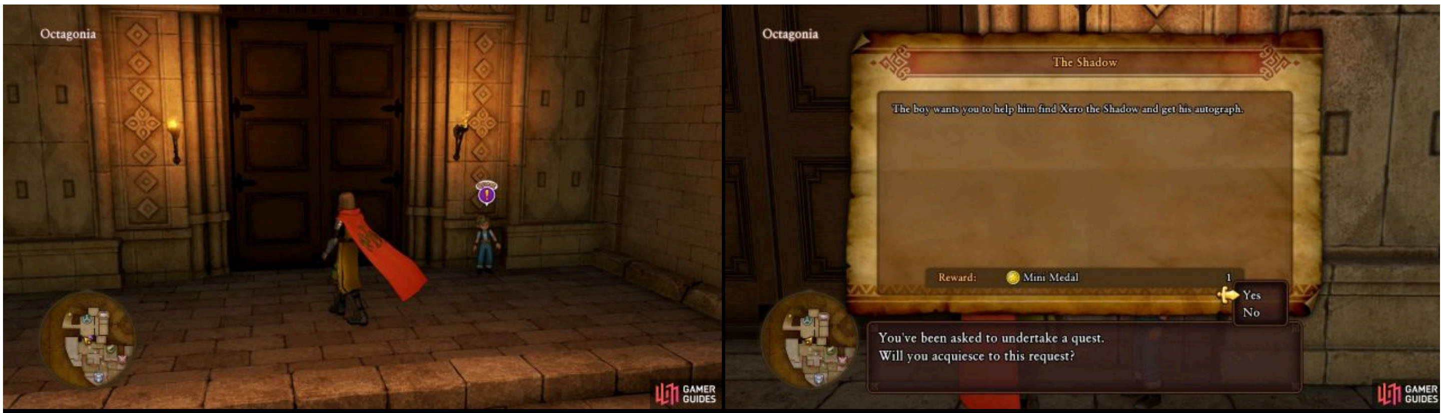
Once you've solved the mysteries of Octagonia and defeated the boss in the caverns below the Orphanage, return to the arena entrance and look for a man left of the counter. He needs help tracking down some Mellow Vera for his skin which can only be found in the Dundrasil Region.

If you travel to the north-west corner of the Dundrasil Region, north from the Campsite, you'll find a Flower gathering point. Hack away at it to obtain some Mellow Vera that you can hand over to the man in Octagonia. As a reward, you'll obtain a Recipe Book with a new costume for Sylvando.



The gathering point will only appear if you accepted the quest back in Octagonia.

13 The Shadow


Octagonia
Octagonia
GAMER GUIDES
GAMER GUIDES

The Shadow

The boy wants you to help him find Xero the Shadow and get his autograph.

Reward: Mini Medal 1

Yes
No

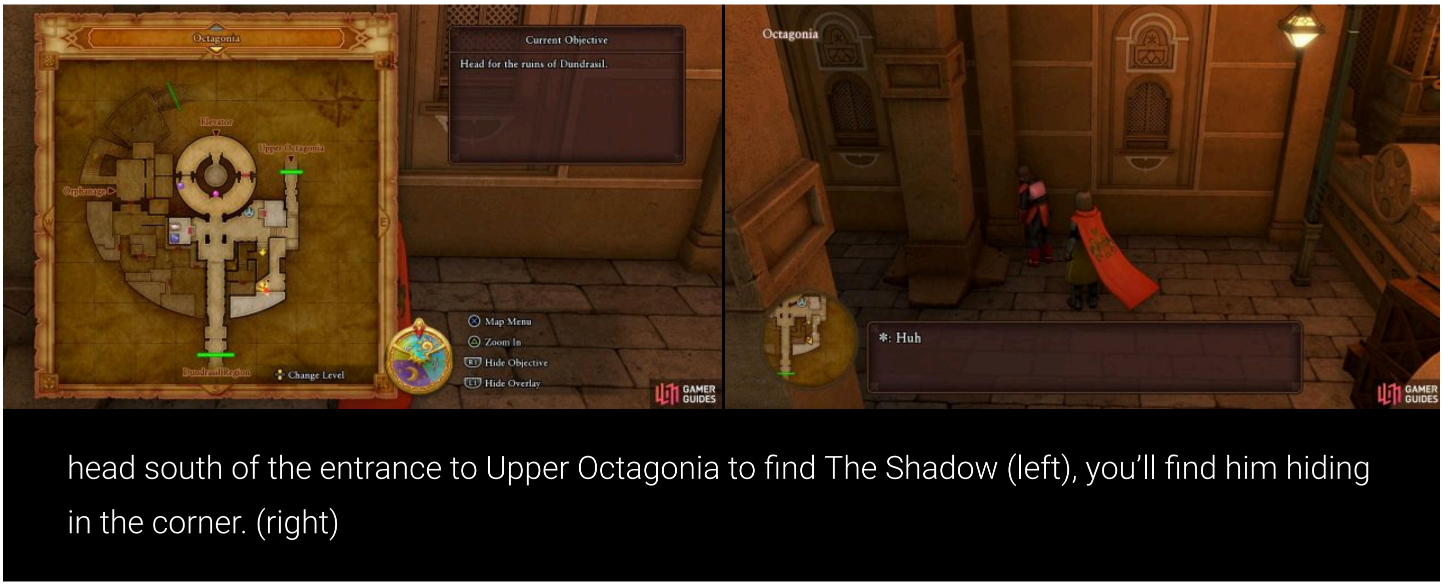
You've been asked to undertake a quest.
Will you acquiesce to this request?

Head back to the Orphanage to find a boy with a request (left), he wants you to track down an MMA fighter. (right)

Quest Acquisition	Reward
Octagonia, Boy outside the Orphanage	Mini Medal

Once you've solved the mysteries in Octagonia, head back to the Orphanage to find a boy outside with a request. He wants you to track down an MMA fighter known as The Shadow here in Octagonia.

Head back to where the staircase leads to Upper Octagonia and go south to find a ledge you can climb up. Follow this to the end to find a man hiding in the corner, this is in fact The Shadow. Once you get his autograph, return to the boy once more to receive your reward.


Octagonia
Elevator
Upper Octagonia
Orphanage
Dundrasil Region
Change Level
Map Menu
Zoom In
Hide Objective
Hide Overlay
Octagonia
GAMER GUIDES
GAMER GUIDES

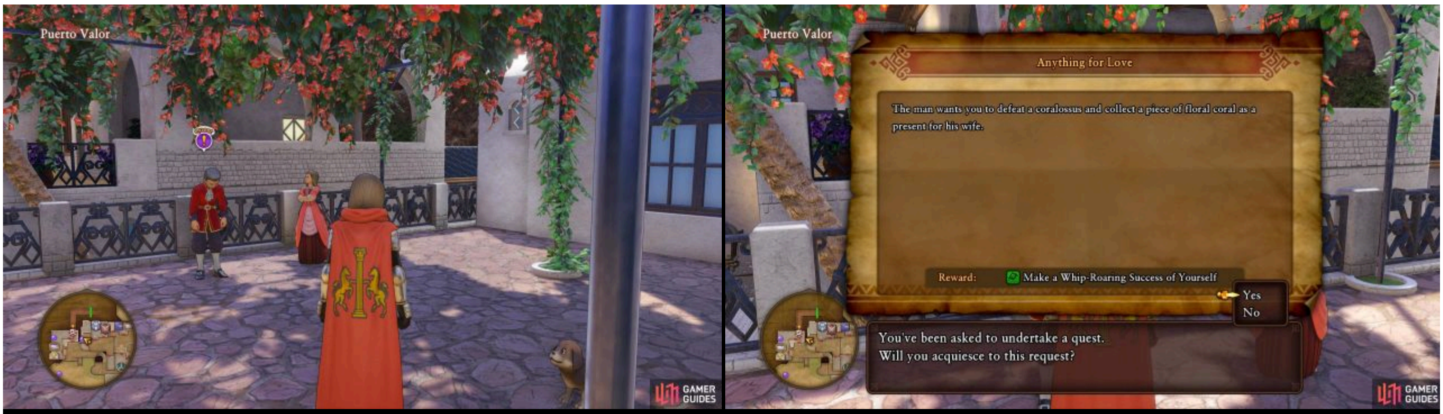
Current Objective

Head for the ruins of Dundrasil.

*: Huh

head south of the entrance to Upper Octagonia to find The Shadow (left), you'll find him hiding in the corner. (right)

14 Anything for Love



Anything for Love

The man wants you to defeat a coralossus and collect a piece of floral coral as a present for his wife.

Reward: Make a Whip-Roaring Success of Yourself

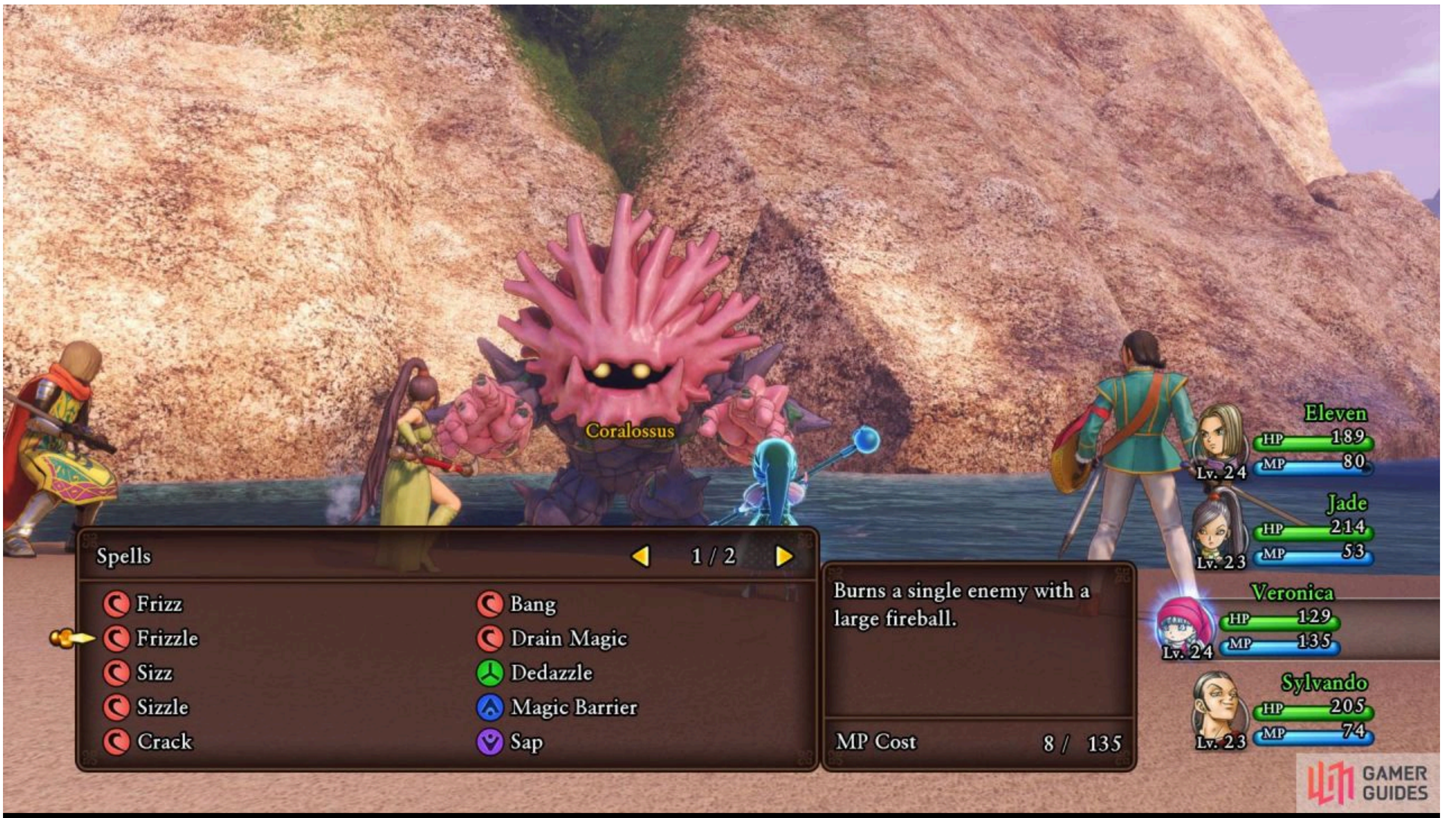
You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find this quest giver to the left of the Puerto Valor equipment shops (left), he's looking for a Floral Coral to please his wife. (right)

Quest Acquisition	Reward
Puerto Valor, Man to the left of the Equipment shops	Make a Whip-Roaring Success of Yourself

Head to Puerto Valor and look for a man to the left of the Equipment shops. He's ready to leave the resort but needs to get a present for his wife before they leave. You'll need to fetch him a Floral Coral from a Coralossus as the gift.

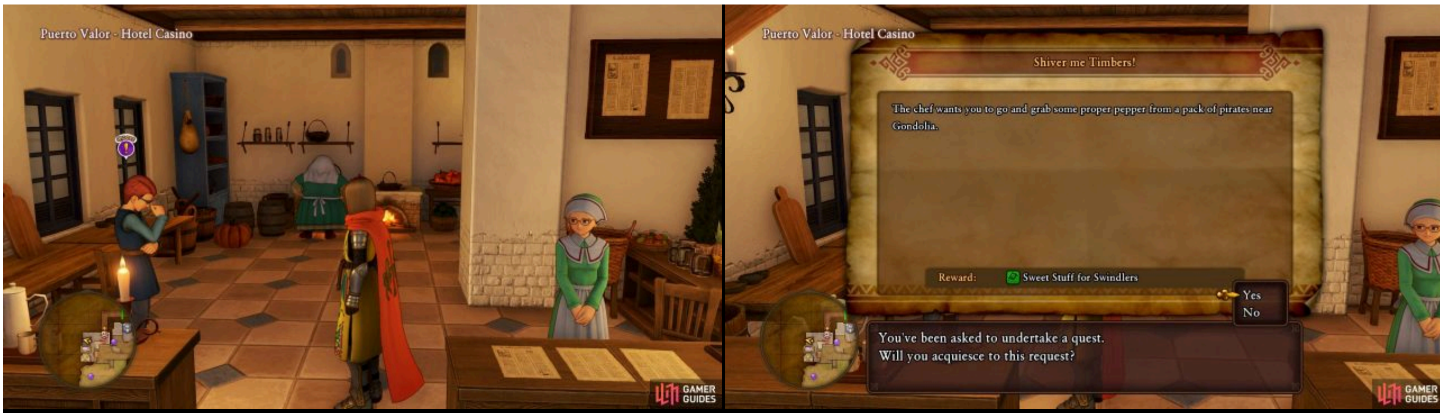
Head back out into the Costa valor and over to the eastern beaches where you'll find plenty of Coralossus. Simply defeat one and return with the Floral Coral to complete the quest.


Coralossus
Spells
1 / 2
Frizz
Frizzle
Sizz
Sizzle
Crack
Bang
Drain Magic
Dedazzle
Magic Barrier
Sap
MP Cost
8 / 135
Eleven
HP 189
MP 80
Lv. 24
Jade
HP 214
MP 53
Lv. 23
Veronica
HP 129
MP 135
Lv. 24
Sylvando
HP 205
MP 74
Lv. 23
GAMER GUIDES

Burns a single enemy with a large fireball.

The Coralossus is weak to Zap if your Hero has the spell already.

15 Shiver me Timbers!


Puerto Valor - Hotel Casino
Puerto Valor - Hotel Casino
Shiver me Timbers!
Reward:
Sweet Stuff for Swindlers
Yes
No
GAMER GUIDES
GAMER GUIDES

The chef wants you to go and grab some proper pepper from a pack of pirates near Gondolia.

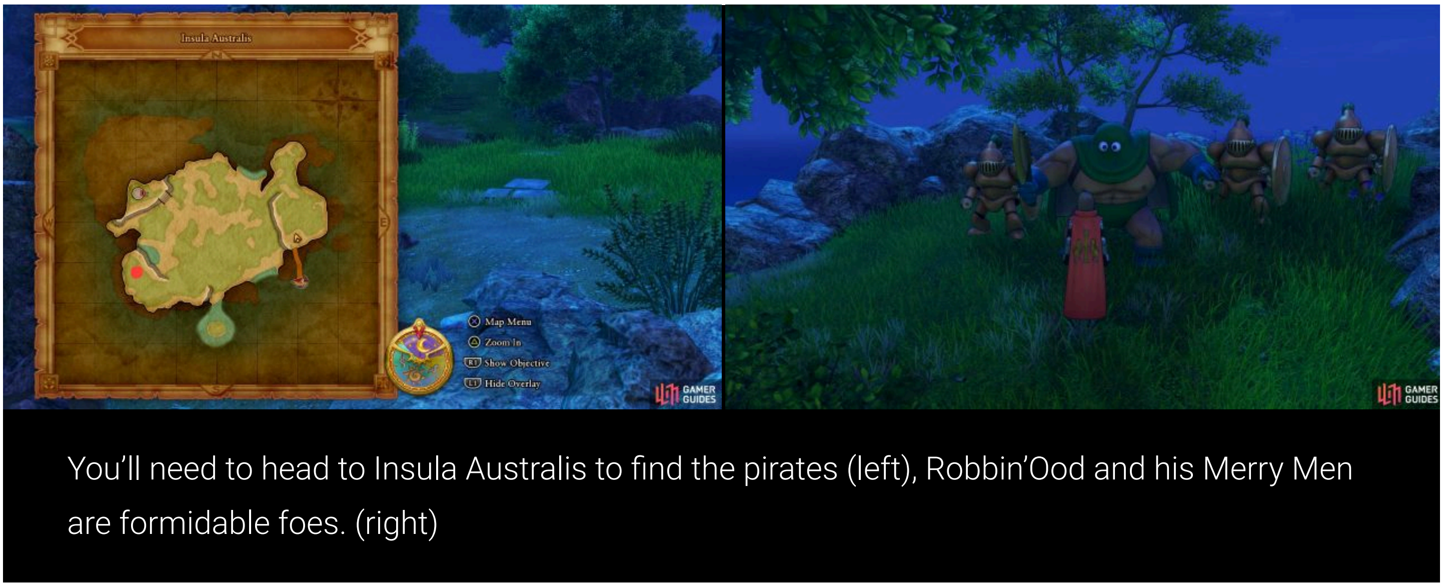
You've been asked to undertake a quest.
Will you acquiesce to this request?

Head into the Hotel Casino to find this man in the kitchen (left), he'll task you with finding the Proper Pepper stolen by the pirates. (right)

Quest Acquisition	Reward
Puerto Valor, Man in the kitchen of the Hotel Casino	Sweet Stuff for Swindlers

Speak to the man found in the Kitchen of the Hotel Casino, Puerto Valor to discover that his Proper Pepper has been intercepted by Pirates.

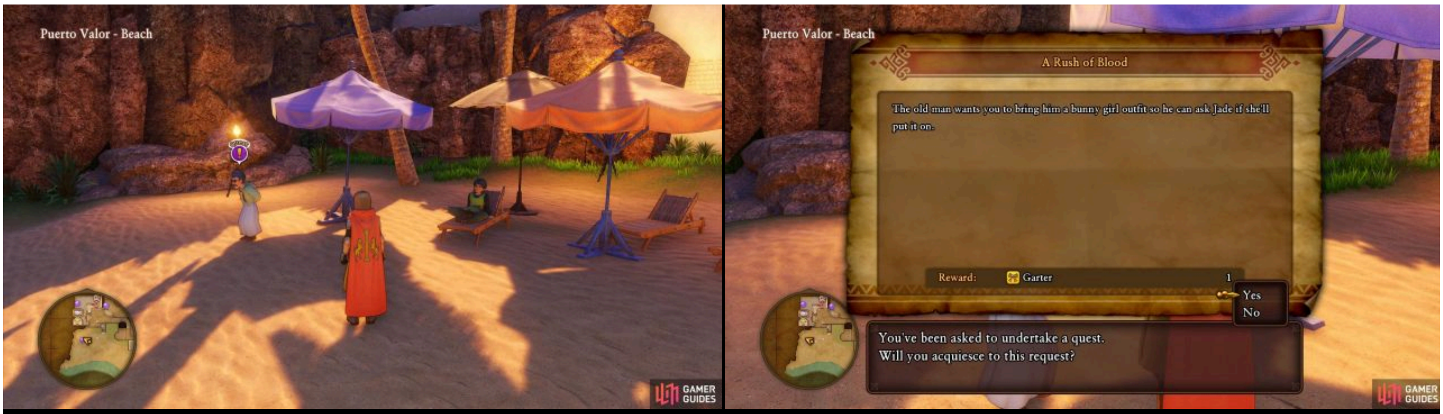
Zoom to Gondolia (Sea) and sail to Insula Australis found to the north-east. Make your way over to the western hill to find a band of Pirates that have taken up refuge here. The Three Merry Men should be your first priority, using spells such as Zap or the Frost Fangs Greatsword ability to take them down. Once they're defeated, focus on taking out Robbin'Ood with your hardest hitting abilities using Sap to weaken him further. Once defeated, return to the man with the Propper Pepper to complete the quest, unlocking a new outfit for Erik in the process.


Insula Australis
Map Menu
Zoom In
Show Objective
Hide Overlay
GAMER GUIDES
GAMER GUIDES

You'll need to head to Insula Australis to find the pirates (left), Robbin'Ood and his Merry Men are formidable foes. (right)

Quest Catalogue » Quests 11-20

16 A Rush of Blood


Puerto Valor - Beach
GAMER GUIDES
Puerto Valor - Beach
GAMER GUIDES
Yes
No

A Rush of Blood

The old man wants you to bring him a bunny girl outfit so he can ask Jade if she'll put it on.

Reward: Garter 1

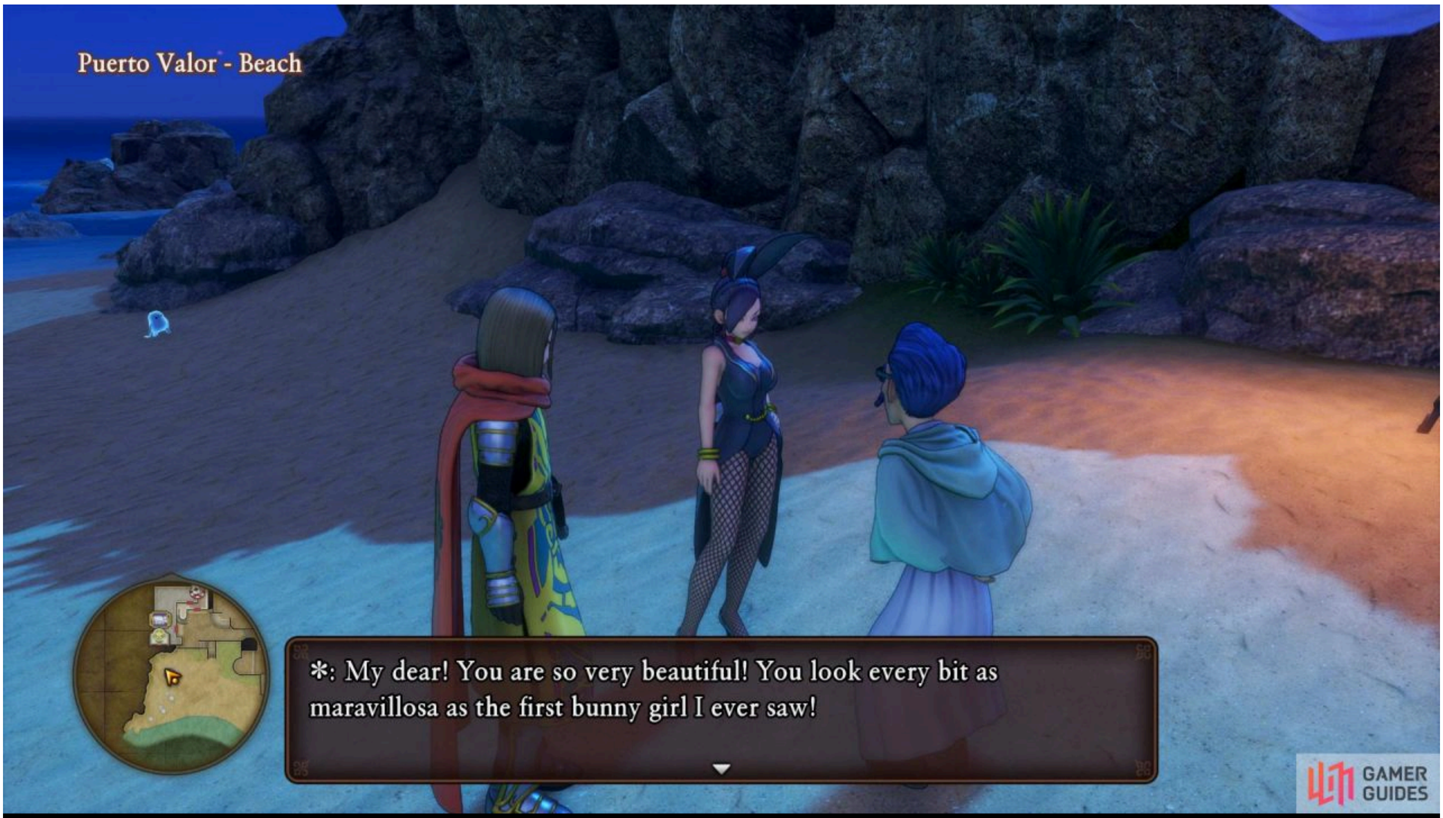
You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find the pervy old man on the beach in Puerto Valor (left), his rather odd request is too see Jade in a Bunny Outfit. (right)

Quest Acquisition	Reward
Puerto Valor, Old man on the beach	Garter

Head to the beach in Puerto Valor to find a pervy old man who wishes to reignite his youthful flames by seeing a Bunny Girl as magnificent as his first and naturally picks out Jade.

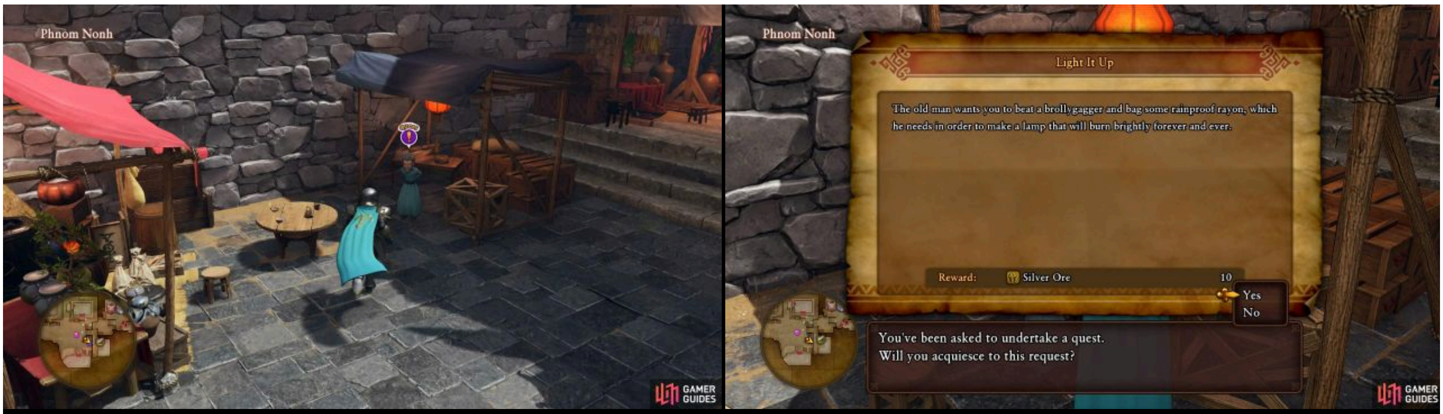
To change Jade's apperance to a Bunny Girl you'll need three items, the Bunny Ears, Bunny Suit and Fishnet Stockings. You should already have Bunny Ears (purchased in Gallopolis) and Fishnet Stockings (wardrobe in Heliodor) but the Bunny Suit itself will require a bit more work. Head into the nearby Casino and play the games until you get at least 500 Tokens (or convert Gold into them but 500 Tokens is not a lot) and purchase the *Down the Rabbithole* Recipe book. Return to a Camp now and forge the Bunny Suit, equipping all three items to alter Jade's appearance. Return to the old man with Jade wearing the costume to complete the quest along with a rather unhappy Jade.



*: My dear! You are so very beautiful! You look every bit as maravillosa as the first bunny girl I ever saw!

You'll need to have Jade with all three items equipped to alter her appearance.

17 Light It Up


Phnom Nonh
Phnom Nonh
Light It Up
Reward:
Silver Ore
10
Yes
No
GAMER GUIDES
GAMER GUIDES

The old man wants you to beat a brollygagger and bag some rainproof rayon, which he needs in order to make a lamp that will burn brightly forever and ever.

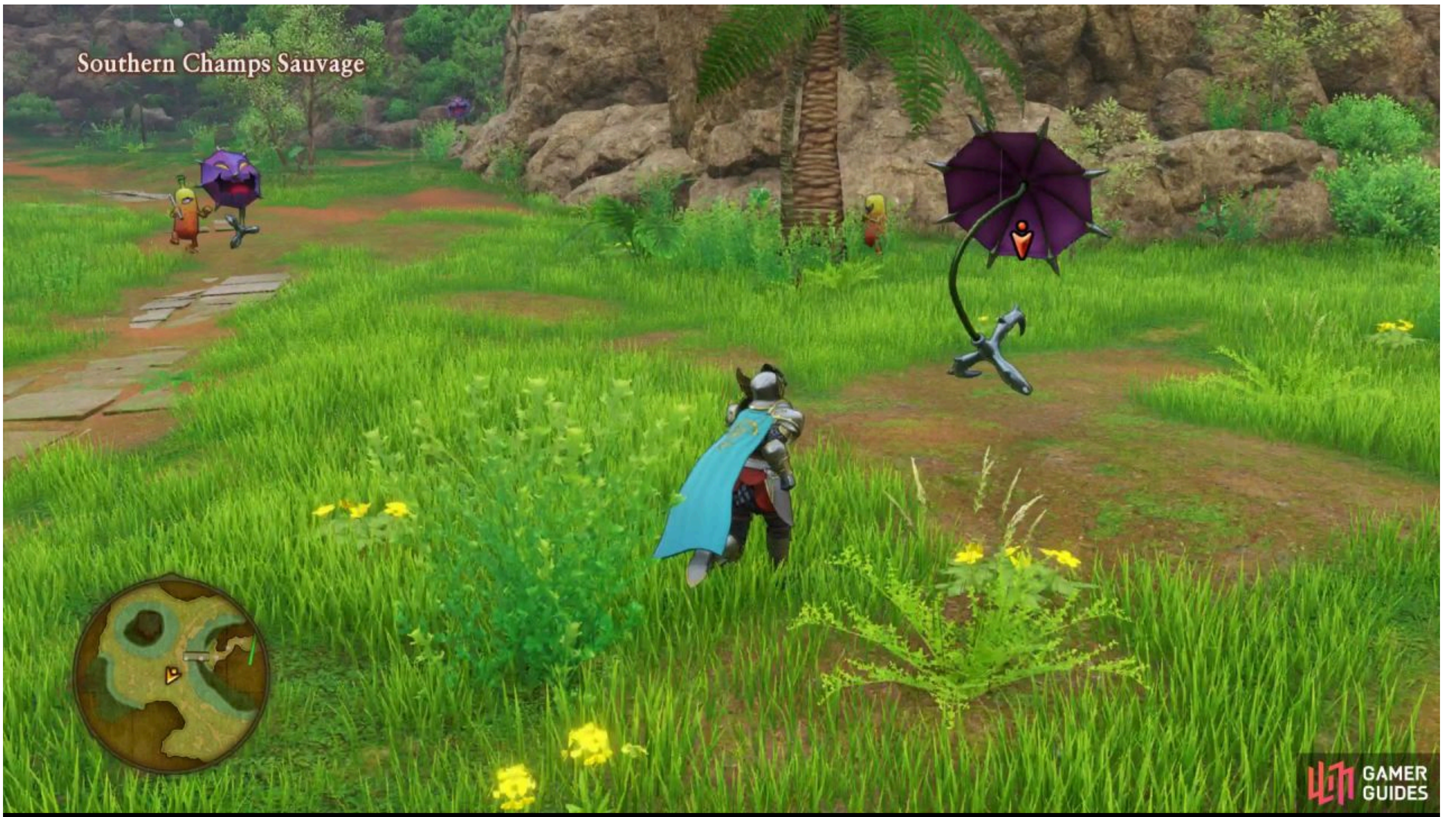
You've been asked to undertake a quest.
Will you acquiesce to this request?

Head to the left of the Inn in Phnom Nonh to find the man (left), he wants you to gather some materials for him. (right)

Quest Acquisition	Reward
Phonm Nonh, Old man next to the Inn	Silver Ore x10

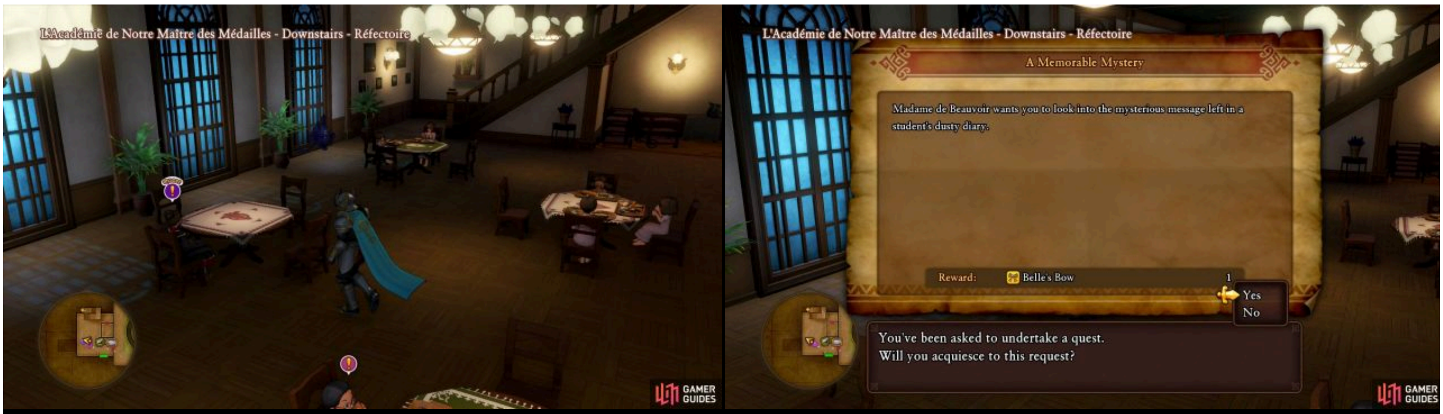
Head to Phonm Nonh in the Southern Champs Sauvage region and look to the left of the Inn to discover an old man with a request. He wants a material from the Brollygaggers outside to make a lamp.

Head outside of town and if it's not raining, head to the nearby Camp and continue to rest overnight until it is. Once the rain starts pouring, look for the Brollygaggers in the surrounding area. Simply defeat one to get the material and return it to the man to complete the request.


Southern Champs Sauvage
GAMER GUIDES

Brollygaggers will only appear when it's raining.

18 A Memorable Mystery


L'Académie de Notre Maître des Médailles - Downstairs - Réfectoire
L'Académie de Notre Maître des Médailles - Downstairs - Réfectoire
A Memorable Mystery
Reward:
Belle's Bow
1
Yes
No
GAMER GUIDES
GAMER GUIDES

Madame de Beauvoir wants you to look into the mysterious message left in a student's dusty diary.

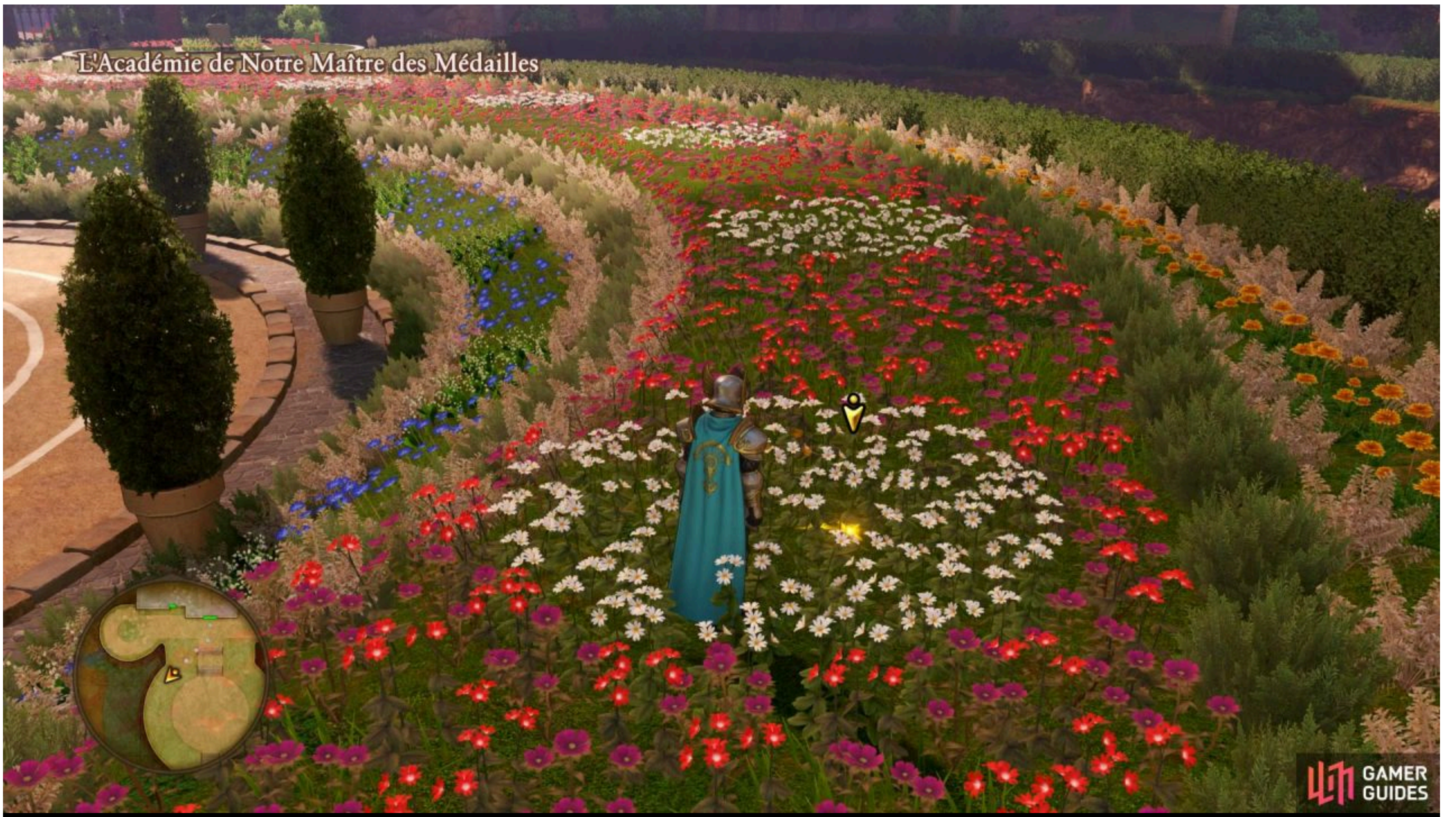
You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find the teacher in the refectorie (left), you won't have to go far to find the box in question. (right)

Quest Acquisition	Reward
L'Academie de Notre Maitre des Medailles, Teacher in the refectorie	Belle's Bow

Head into the refectorie of L'Academie de Notre Maitre des Medailles to find a teacher with a request for you. She recently found an old book with a riddle and wants you to help her decipher it.

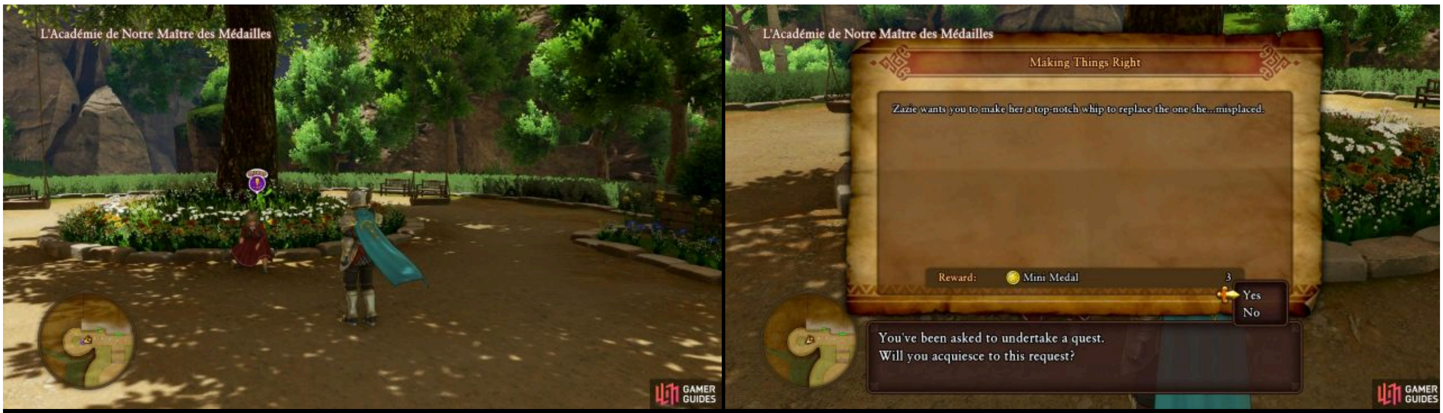
Head out into the Schoolyard and search amongst the field of flowers to the southwest of the entrance, you'll spot a gold Sparkly Spot which when interacted with, will recover the mystery box. Deliver the box back to the teacher to complete the quest and receive the useful Belle's Bow (+MP Recovery for Jade).


L'Académie de Notre Maître des Médailles
GAMER GUIDES

Search in the field of flowers to the southwest of the entrance.

Quest Catalogue » Quests 11-20

19 Making Things Right



L'Académie de Notre Maître des Médailles

Making Things Right

Zazie wants you to make her a top-notch whip to replace the one she...misplaced.

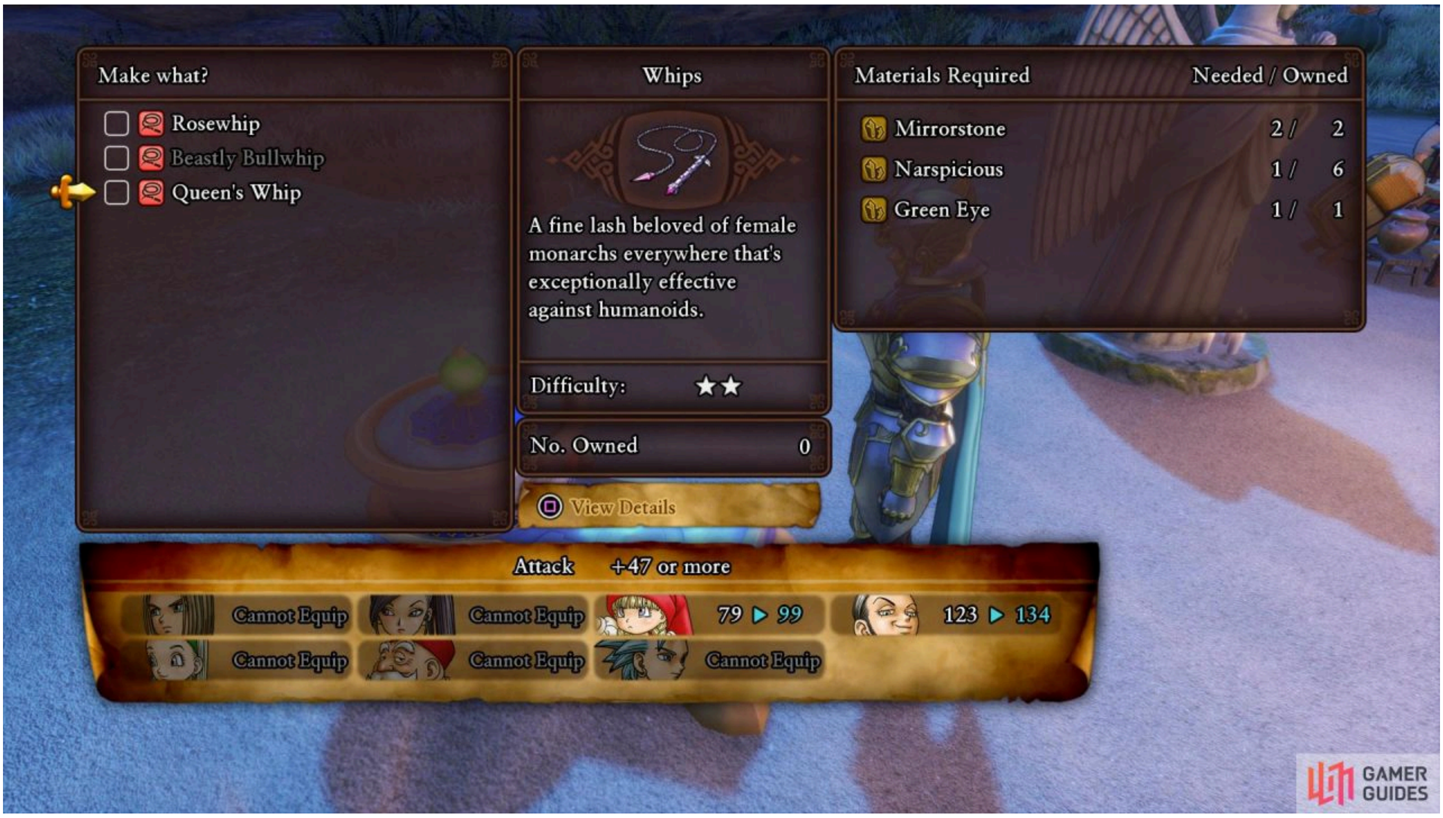
Reward: Mini Medal 3

You've been asked to undertake a quest.
Will you acquiesce to this request?

Look to the left of the entrance to the Acadamie to find Zazie (left), you'll need to make use of your forging skills for this quest. (right)

Quest Acquisition	Reward
L'Academie de Notre Maitre des Medailles, Zazie to the left of the entrance	Mini Medal x3

Head to L'Academie de Notre Maitre des Medailles in the Champs Sauvage region and speak to a girl, Zazie, found under the tree to the left of the entrance. She needs your help in forging a new Queen's Whip +x for her teacher and gives you the Recipe Book to forge it. Zoom over to any Campsite and make use of the forge to create a Queen's Whip +1 or higher. Return to Zazie to hand it over and complete the quest.



Make what?

- ☐ Rosewhip
- ☐ Beastly Bullwhip
- ☐ Queen's Whip

Whips

A fine lash beloved of female monarchs everywhere that's exceptionally effective against humanoids.

Difficulty: ★★

No. Owned 0

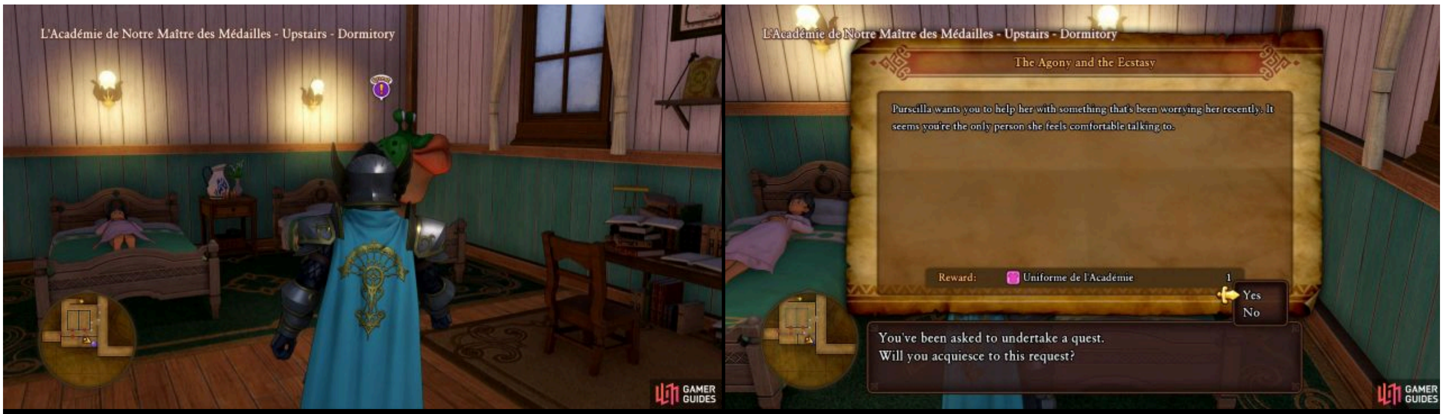
Materials Required	Needed / Owned
Mirrorstone	2 / 2
Narspicious	1 / 6
Green Eye	1 / 1

Attack +47 or more

Cannot Equip
Cannot Equip
79 ▶ 99
123 ▶ 134
Cannot Equip
Cannot Equip
Cannot Equip

You can purchase any Green Eye’s you’re missing from the Acadamie shop.

20 The Agony and the Ecstasy


L'Académie de Notre Maître des Médailles - Upstairs - Dormitory
L'Académie de Notre Maître des Médailles - Upstairs - Dormitory
The Agony and the Ecstasy
Reward:
Uniforme de l'Académie
1
Yes
No

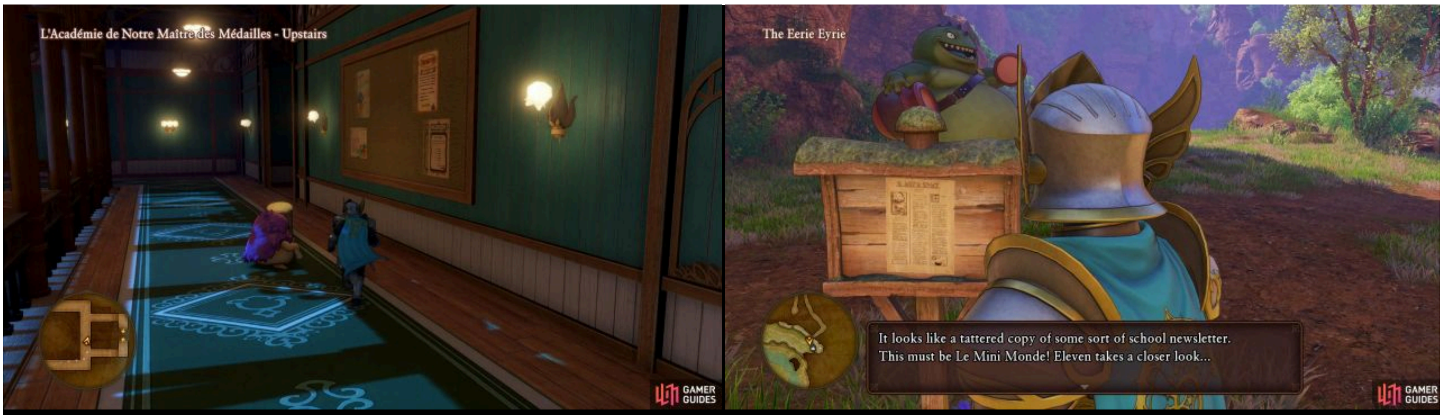
Purscilla wants you to help her with something that's been worrying her recently. It seems you're the only person she feels comfortable talking to.

You've been asked to undertake a quest.
Will you acquiesce to this request?

Head to the dormitories in the Acadamie to find the friendly Lips (left), she wants you to track down a school paper. (right)

Quest Acquisition	Reward
L'Academie de Notre Maitre des Medailles, Purscilla in the dormitories	Uniforme de l'Academie

Head up to the dormitories in the Acadamie to find a friendly Lips by the name of Purscilla. She needs help with her romantic conundrum and is looking for help from an agony aunt that writes for the school paper. Head over to Bashtienne, the Hammerhood, found near the eastern stairs to discover that the paper in question has blown off in the direction of The Eerie Eyrie.


L'Académie de Notre Maître des Médailles - Upstairs
The Eerie Eyrie

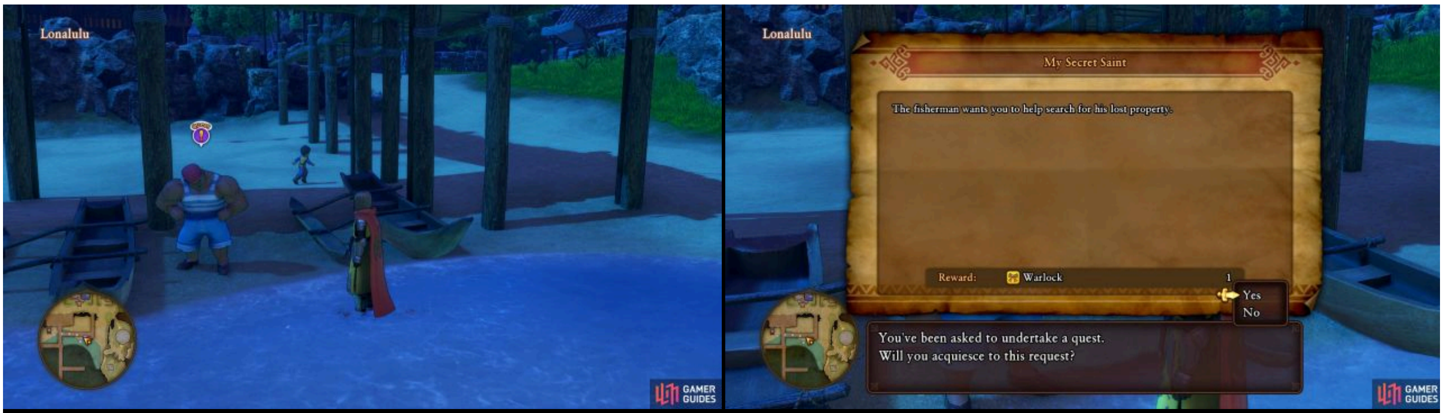
It looks like a tattered copy of some sort of school newsletter.
This must be Le Mini Monde! Eleven takes a closer look...

Don't forget to speak to Bashtienne before making your way to the Eyrie (left), the newspaper can be found attached to the back of the sign in front of the caves. (right)

Once you make your way to The Eerie Eyrie as part of the story, continue on until you head past the first camp and reach the entrance of the caves. You should spot a sign and when take a closer look at the back, you'll find the missing paper. Return to Purscilla to inform her of the contents to complete the quest and discover the true object of her desire!

Quest Catalogue » Quests 21-30

21 My Secret Saint


Lonalulu
GAMER GUIDES
Lonalulu
My Secret Saint
Reward:
Warlock
1
Yes
No
GAMER GUIDES

The fisherman wants you to help search for his lost property.

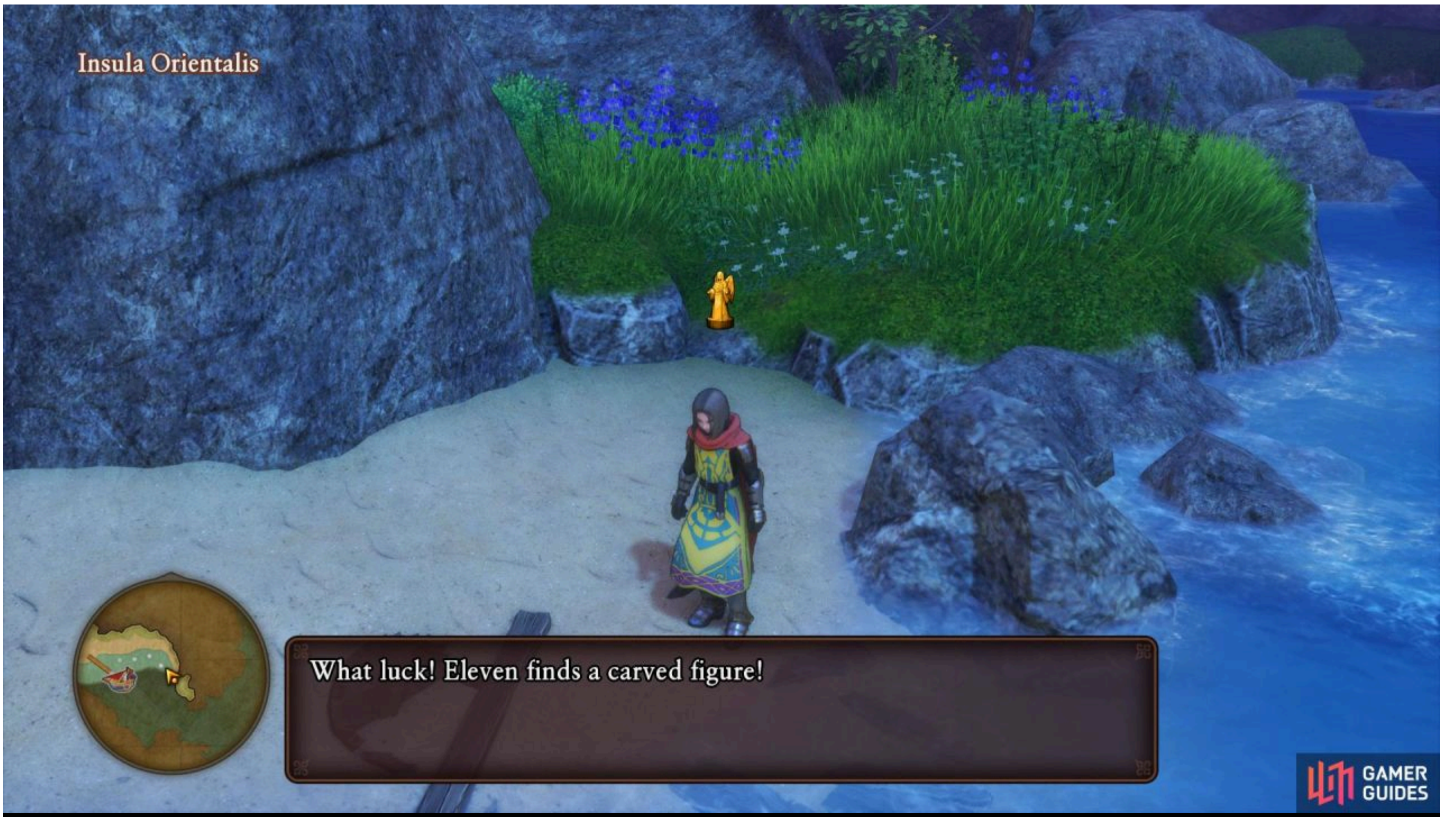
You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find a man looking for assistance under the Lonalulu pier (left), agree to help him search for his missing property. (right)

Quest Acquisition	Reward
Lonalulu, Man under the pier	Warlock

After obtaining the Green Orb from the Queen of Nautica, head back to Lonalulu to find a man under the pier looking for help. Agree to assist him and search for his missing property.

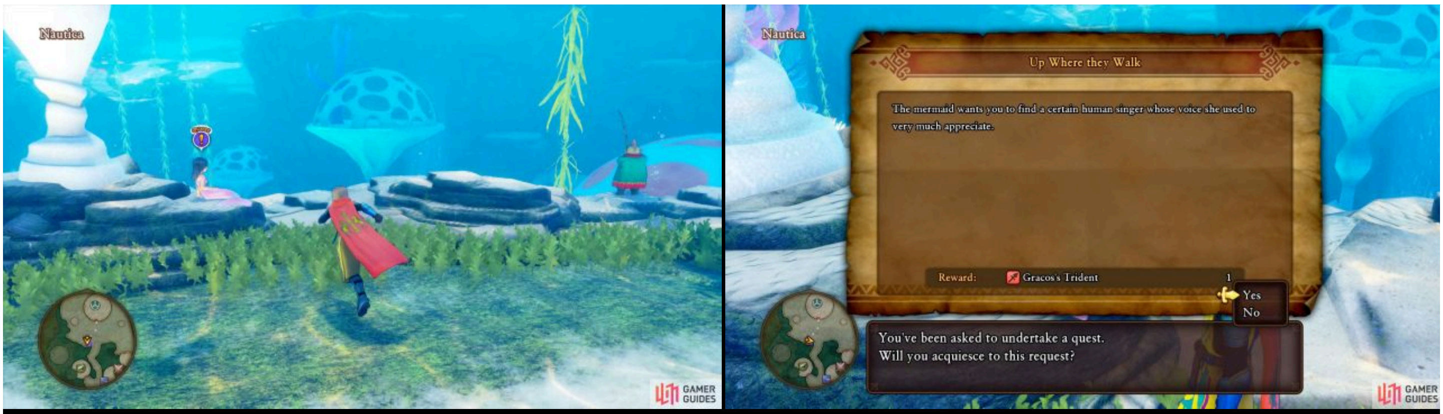
The property in question is a Carved Figure that can be found by sailing north of Lonalulu to Insula Orientalis. Once docked, search along the short to the east to find the Carved Figure before Zooming back to Lonalulu to hand it over.



What luck! Eleven finds a carved figure!

You'll find the item in question on the small island to the north of Lonalulu, east of the dock.

22 Up Where They Walk



The mermaid wants you to find a certain human singer whose voice she used to very much appreciate.

Reward: Gracos's Trident 1

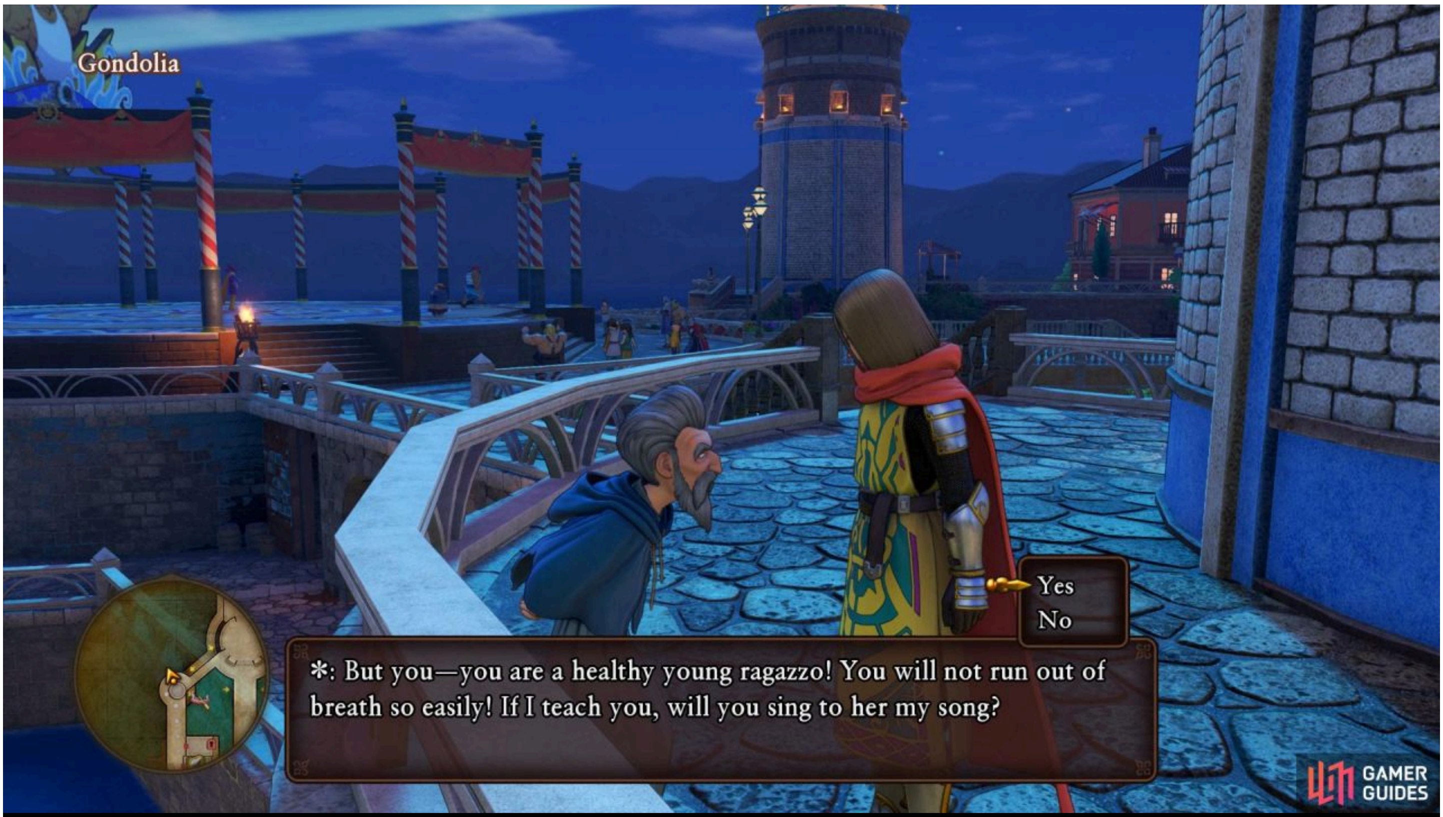
You've been asked to undertake a quest.
Will you acquiesce to this request?

You can accept this after speaking to the Queen in Nautica for the first time (left), you'll need to retrieve a song for the mermaid. (right)

Quest Acquisition	Reward
Nautica, Mermaid near the Church	Gracos's Trident

Once you've spoken to the Queen of Nautica for the first time and obtained the Green Orb, head out of the Church to find a mermaid with a request for you. She wishes to hear a song she heard a long time ago from a young boy.

Zoom over to Gondolia and head to the north-west tower where you can find an old man. Time has passed since the mermaid last heard that song and the boy is now an old man. Speak to him to have him teach you the song he once sang before Zooming back to Nautica to deliver the song to the mermaid.

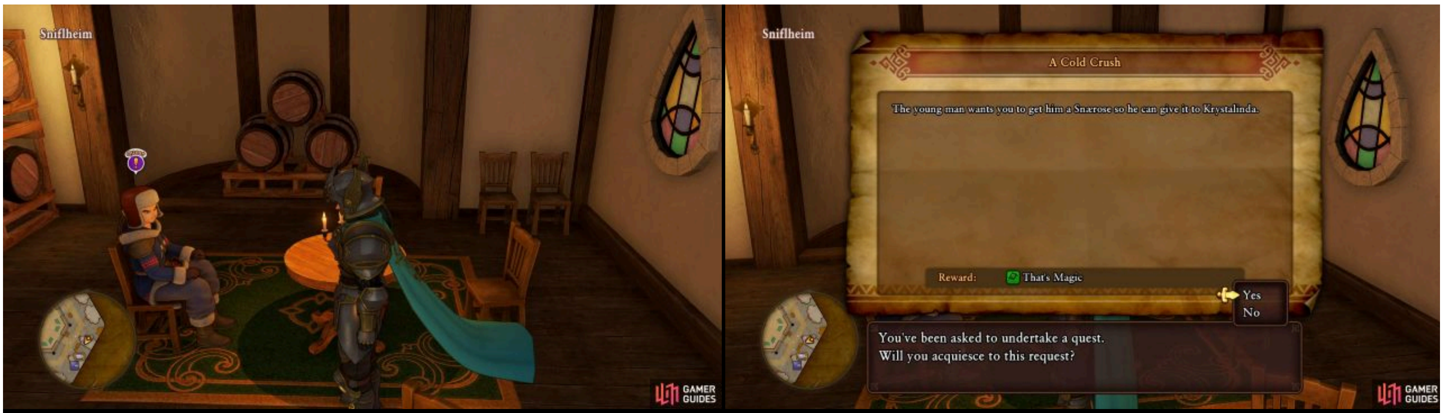


*: But you—you are a healthy young ragazzo! You will not run out of breath so easily! If I teach you, will you sing to her my song?

You'll find the song in Gondolia by the north-west tower.

Quest Catalogue » Quests 21-30

23 A Cold Crush



A Cold Crush

The young man wants you to get him a Snærose so he can give it to Krystalinda.

Reward: That's Magic

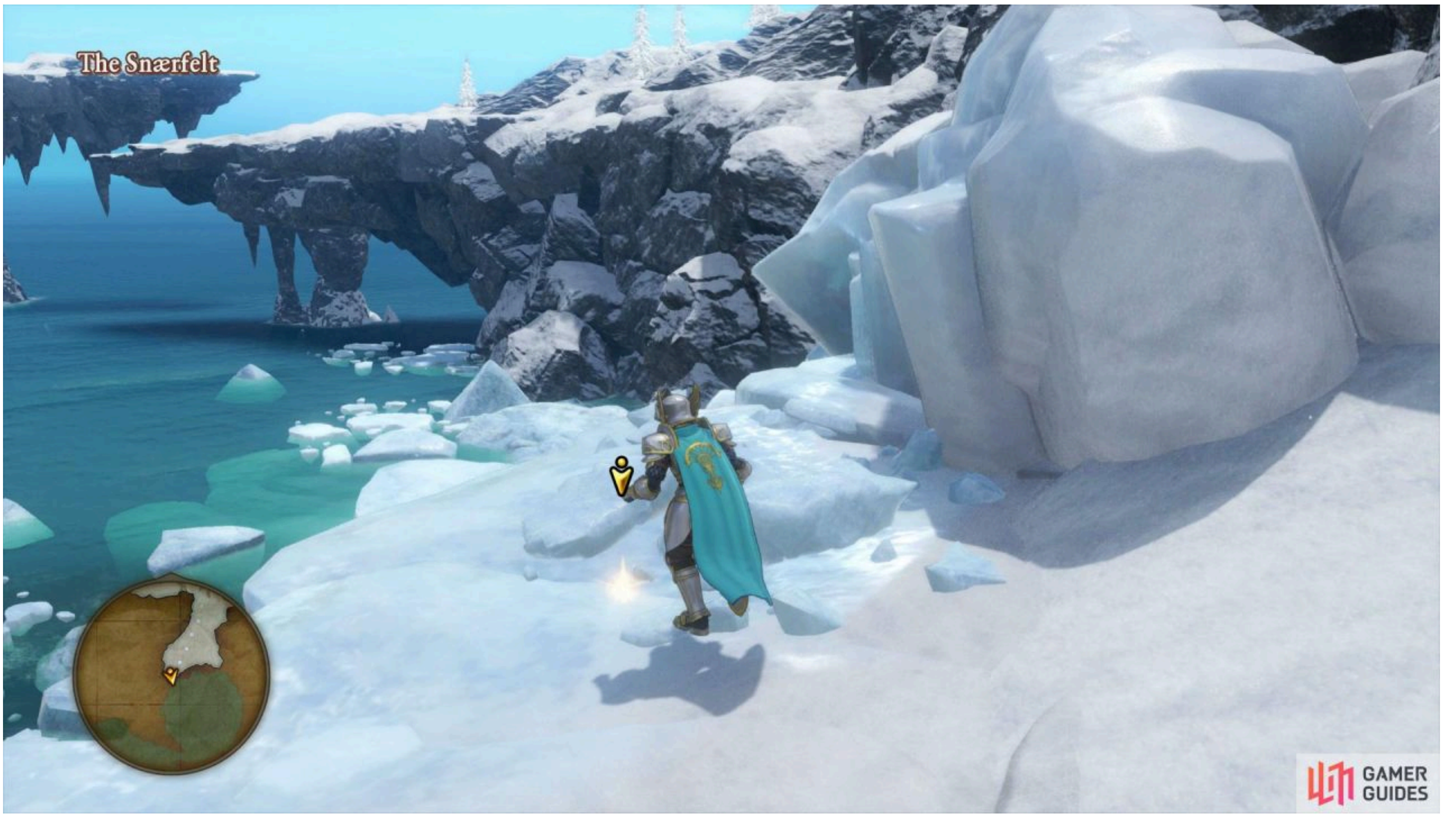
Yes
No

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find the quest giver upstairs in the Tavern (left), he'll ask you to track down a Snaerose. (right)

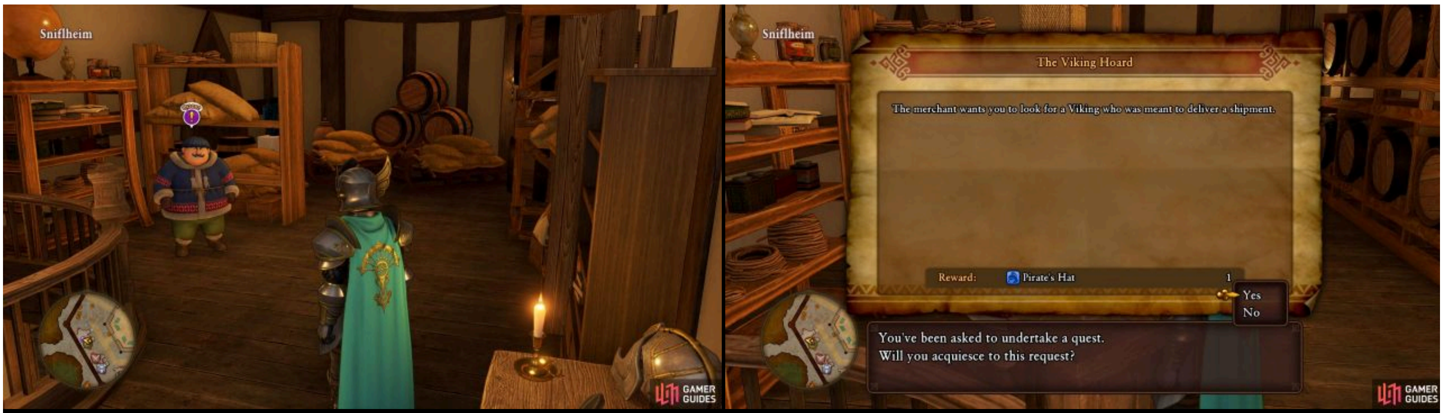
Quest Acquisition	Reward
Sniflheim, Man upstairs of the Tavern	That's Magic

Once you've solved the mystery in Sniflheim, head into the Tavern and speak to the man upstairs. He'll ask you to help him track down a Snaerose to give to the object of his affection. Zoom over to the Snaerfelt and use a Face Invader mount to smash through the ice to the south of the Campsite. Follow this path far to the south and search in the southwest corner to find the Snaerose in question. Zoom back to Sniflheim to hand it over and complete the quest.



You’ll need a Face Invader mount to access this part of the Snaerfelt.

24 The Viking Hoard



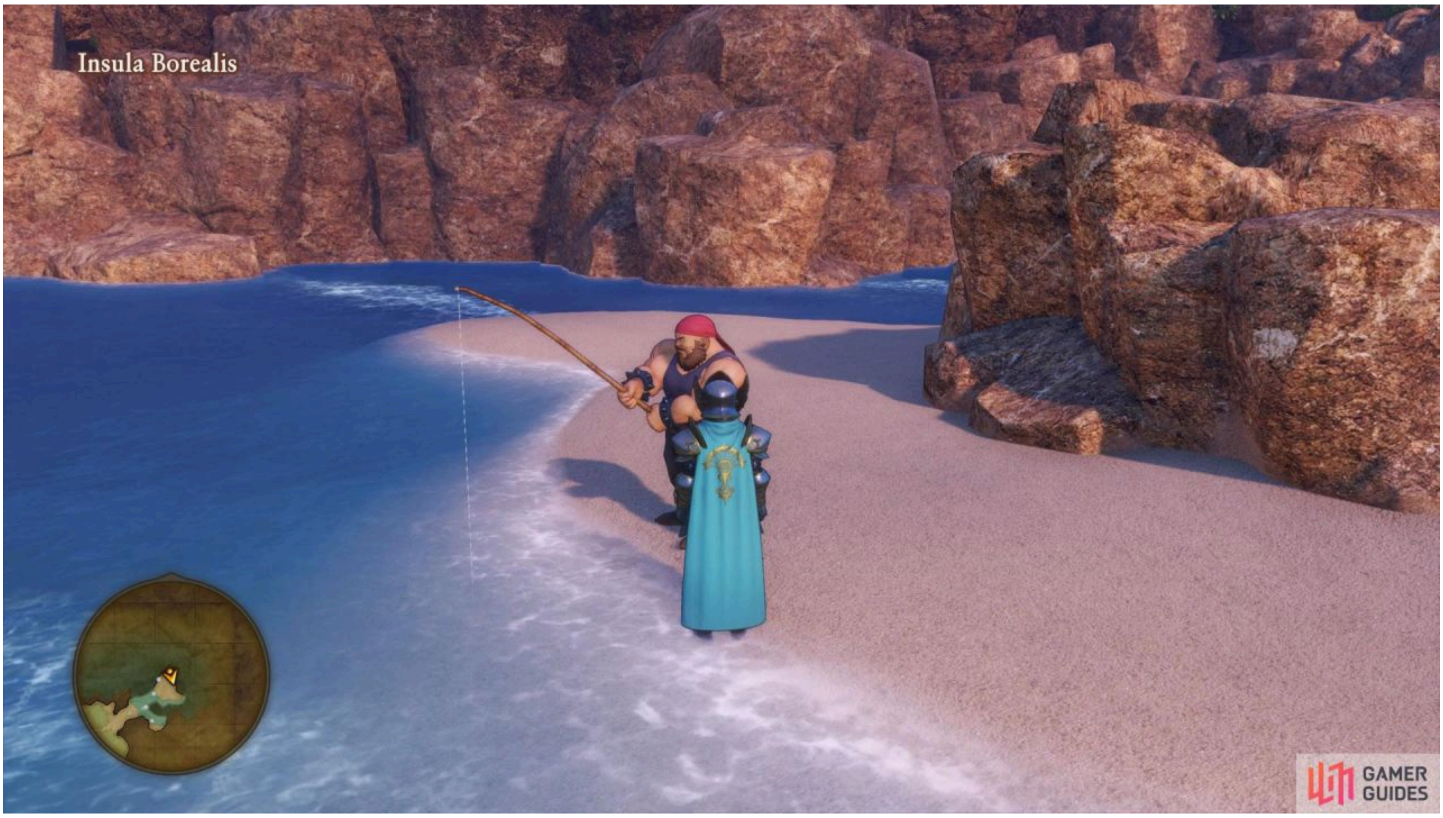
The merchant wants you to look for a Viking who was meant to deliver a shipment.

You've been asked to undertake a quest.
Will you acquiesce to this request?

Head upstairs in the Item shop to find the quest giver (left), he needs you to track down a Viking for him. (right)

Quest Acquisition	Reward
Sniflheim, Man upstairs of the Item Shop	Pirate’s Hat

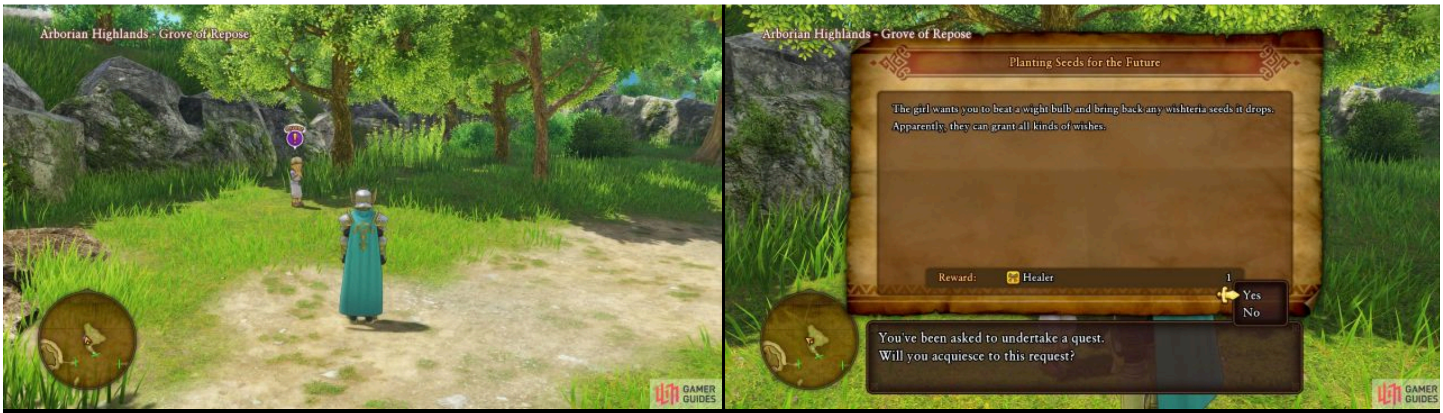
Once you’ve solved the mysteries in Sniflheim, head to the Item shop and go upstairs to find a man looking for some help. He needs you to track down the Viking who was to arrive here with a gift for the Queen. Make your way to the Salty Stallion and sail around the corner to the Viking Hideout (or Zoom there if you’ve been there before). Head into the main room and speak to the man with a blue waistcoat to discover that it’s his brother who was to deliver the gift but he’s gone missing to the north.



You’ll find the man on Insula Borealis to the far north of Erdrea.

Return to the Salty Stallion and sail to the northern most Insula Isle, Borealis (north of Yggdrasil on the World Map). Make your way over to the northeast corner and look behind the rock to find his brother fishing. He’ll hand over the gift for you so Zoom back to Sniflheim and hand it over to the Minister in the Item shop to complete the quest.

25 Planting Seeds for the Future


Arborian Highlands - Grove of Repose
Arborian Highlands - Grove of Repose
Planting Seeds for the Future

The girl wants you to beat a wight bulb and bring back any wishteria seeds it drops. Apparently, they can grant all kinds of wishes.

Reward: Healer 1

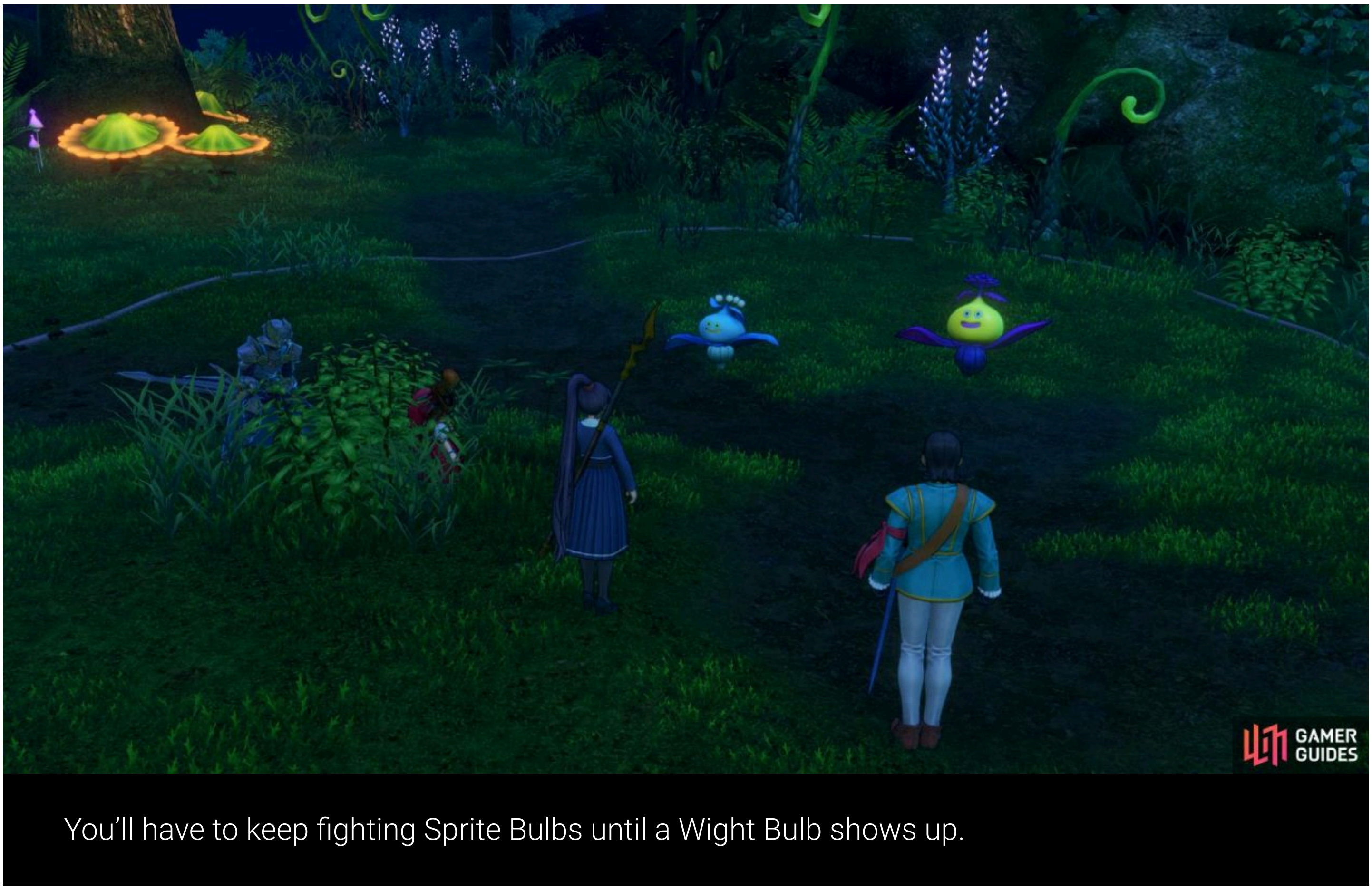
Yes
No

You've been asked to undertake a quest.
Will you acquiesce to this request?

Head to the Grove of Repose in Arboria to find a sickly young girl (left), she wants you to track down some seeds for her. (right)

Quest Acquisition	Reward
Arboria, Girl in the Grove of Repose	Healer

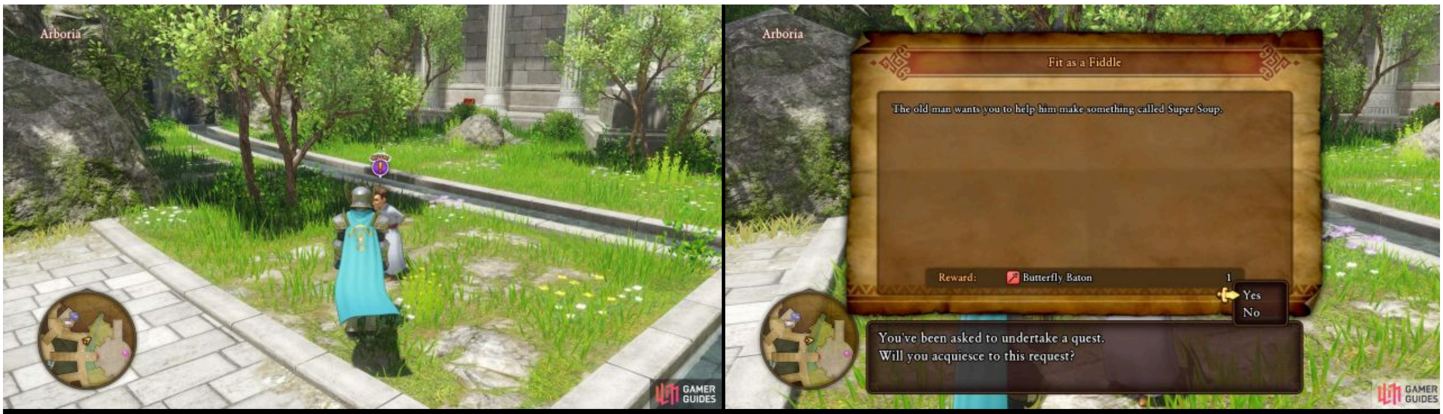
Once you've opened the way to the First Forest, head into the Grove of Repose in Arboria to find a sickly young girl. Upon speaking to her, she'll ask if you can get some seeds for her that will possibly cure her sickness.



You'll have to keep fighting Sprite Bulbs until a Wight Bulb shows up.

Head into the First Forest and travel through it until you reach the top of the area, just south of the Summit Campsite and begin fighting the Sprite Bulbs in the area. Eventually you'll run into a Rare Wight Bulb that although has a lot more HP, shouldn't pose too much of a problem if you defeat the other Sprite Bulbs first. Once you defeat the Wight Bulb, take the seeds and return them to the girl in Arboria to complete the quest.

26 Fit as a Fiddle



Fit as a Fiddle

The old man wants you to help him make something called Super Soup.

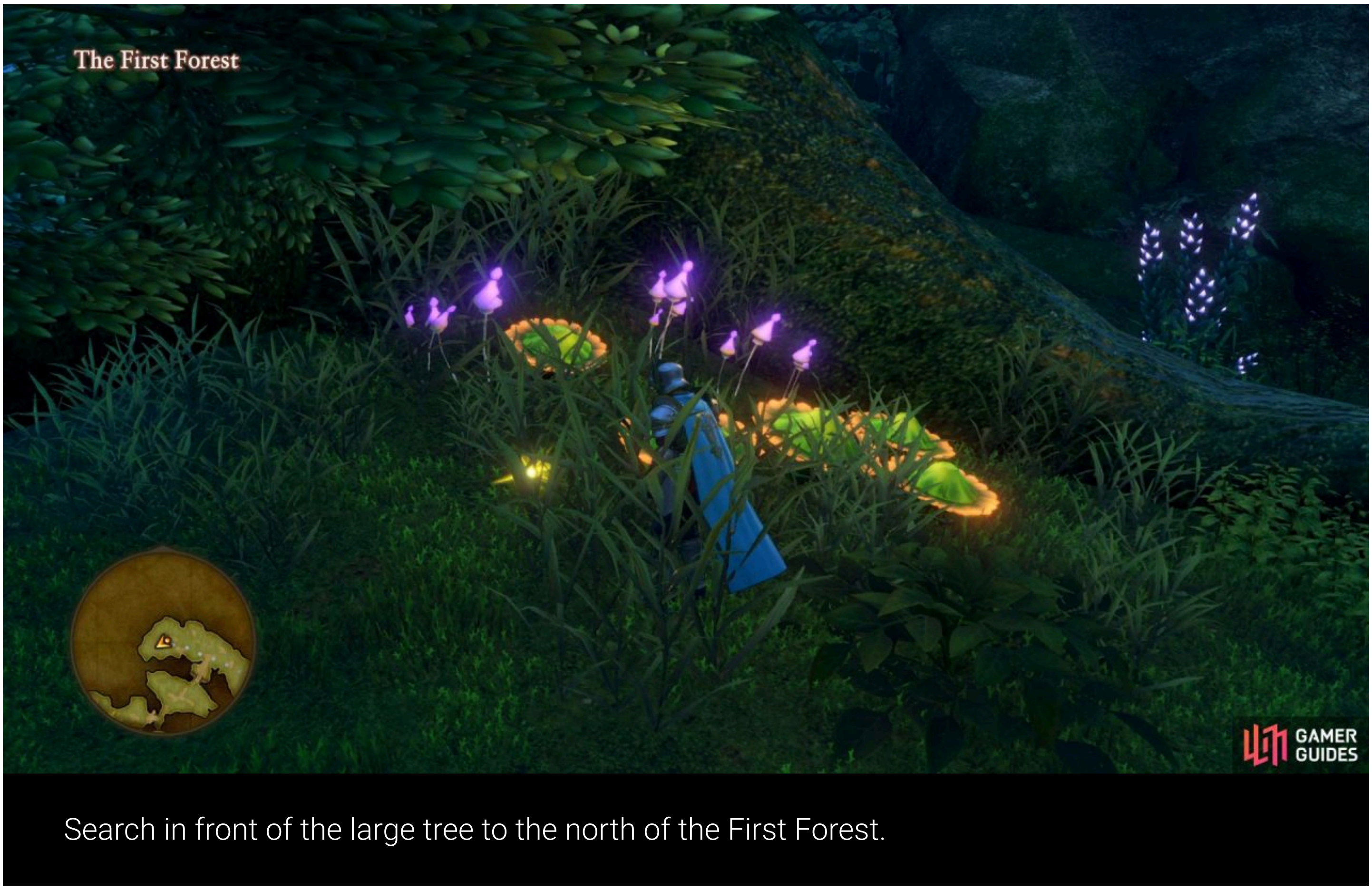
Reward: Butterfly Baton 1

You've been asked to undertake a quest.
Will you acquiesce to this request?

Speak to the old man near the Cathedral in Arboria (left), he'll ask you to fetch some ingredients for him. (right)

Quest Acquisition	Reward
Arboria, Man near the Cathedral	Butterfly Baton

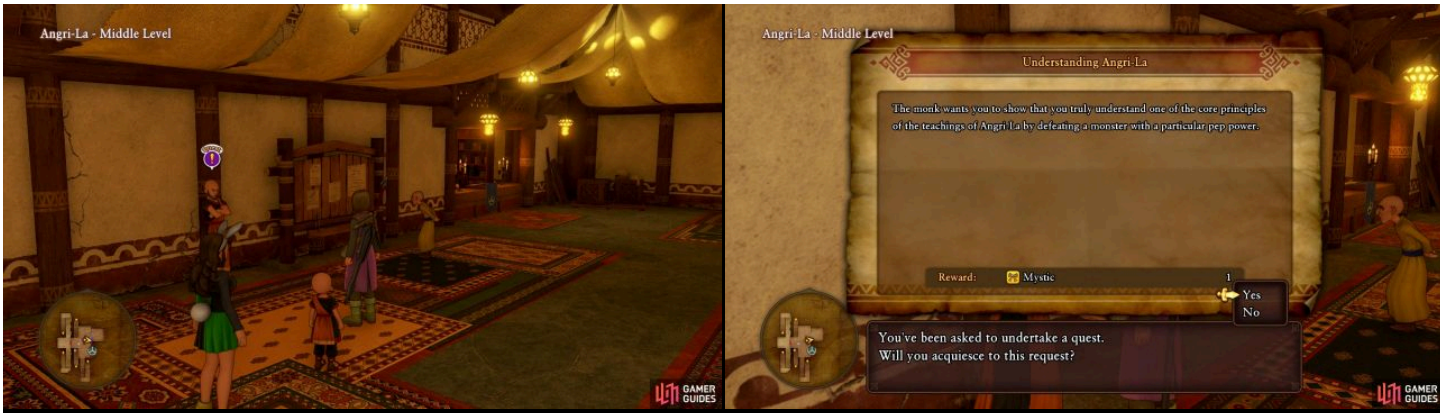
Once you've opened up the way to the First Forest, return to Arboria and speak to the old man outside the Cathedral. He wishes to make some new fitness soup and wants you to head into the First Forest to gather some Red Kale.



Search in front of the large tree to the north of the First Forest.

Head into the First Forest and from the Summit Campsite, head south and drop down into the hollowed out tree. Take a left here and head into the north corner to spot a large tree with a golden Sparkly Spot under it containing the Red Kale. Return this to the man in Arboria to bring this quest to a close.

27 Understanding Angri-La


Angri-La - Middle Level
Angri-La - Middle Level
Understanding Angri-La
Reward:
Mystic
1
Yes
No
GAMER GUIDES
GAMER GUIDES

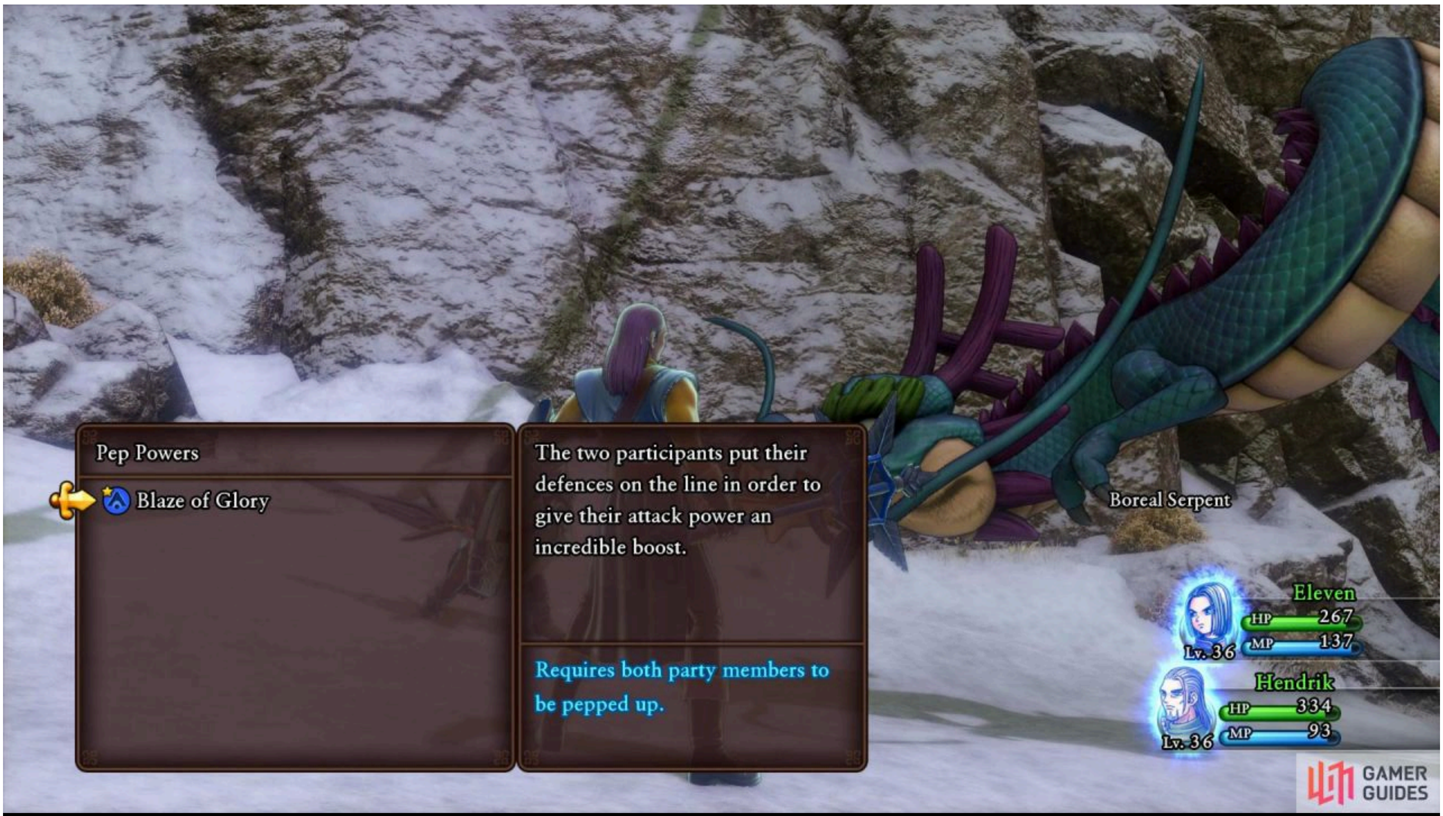
The monk wants you to show that you truly understand one of the core principles of the teachings of Angri-La by defeating a monster with a particular pep power.

You've been asked to undertake a quest.
Will you acquiesce to this request?

Once you're able to set off to the top of the mountain, you can accept this quest (left), you'll need the Hero and Hendrick Pepped for this. (right)

Quest Acquisition	Reward
Act II - Angri-La, Man near the Priest	Mystic

Once you reach Angri-La and progress the story as far as heading off to the mountain with the High Lama, return to where the Priest is to find a man looking for assistance.


Pep Powers
Blaze of Glory
Boreal Serpent
Eleven
HP 267
MP 137
Lv. 36
Hendrik
HP 334
MP 93
Lv. 36
GAMER GUIDES

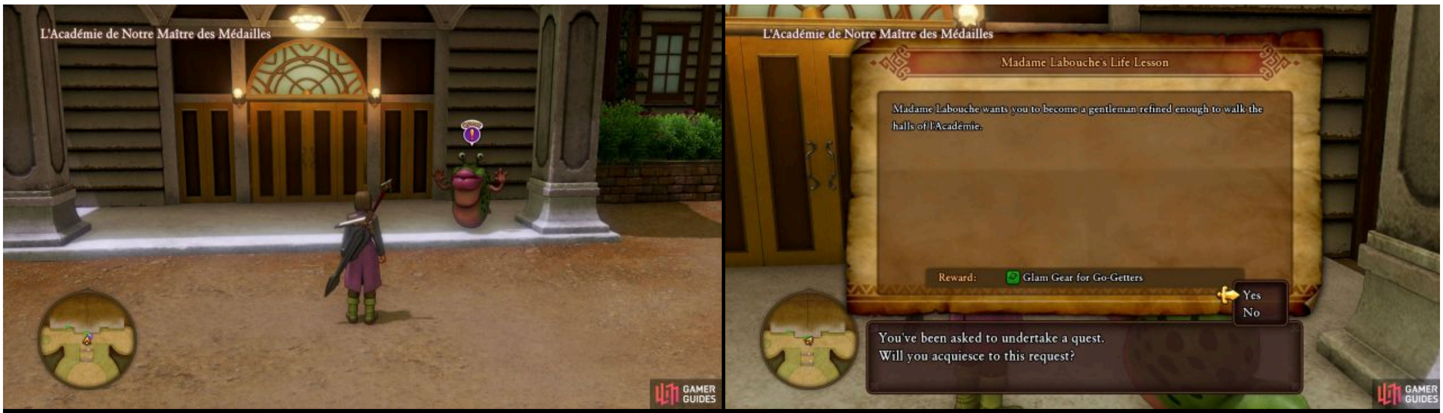
The two participants put their defences on the line in order to give their attack power an incredible boost.

Requires both party members to be pepped up.

Make sure you use Blaze of Glory before defeating the Serpent.

He asks you to head outside to the Slopes and use the Pep Power Blaze of Glory against a Boreal Serpent. Simply head outside, defend in battle with the Hero and Hendrick are both Pepped Up and then unleash Blaze of Glory before defeating the Boreal Serpent.

28 Madame Labouche's Life Lesson


L'Académie de Notre Maître des Médailles
L'Académie de Notre Maître des Médailles
Madame Labouche's Life Lesson
Reward:
Glam Gear for Go-Getters
Yes
No

Madame Labouche wants you to become a gentleman refined enough to walk the halls of l'Académie.

You've been asked to undertake a quest.
Will you acquiesce to this request?

Head to L'Academie during Act II to find the Lips is offering a quest (left), you'll need to boost your Charm to pass her task. (right)

Quest Acquisition	Reward
Act II - L'Academie, Lips outside the entrance	Glam Gear for Go-Getters

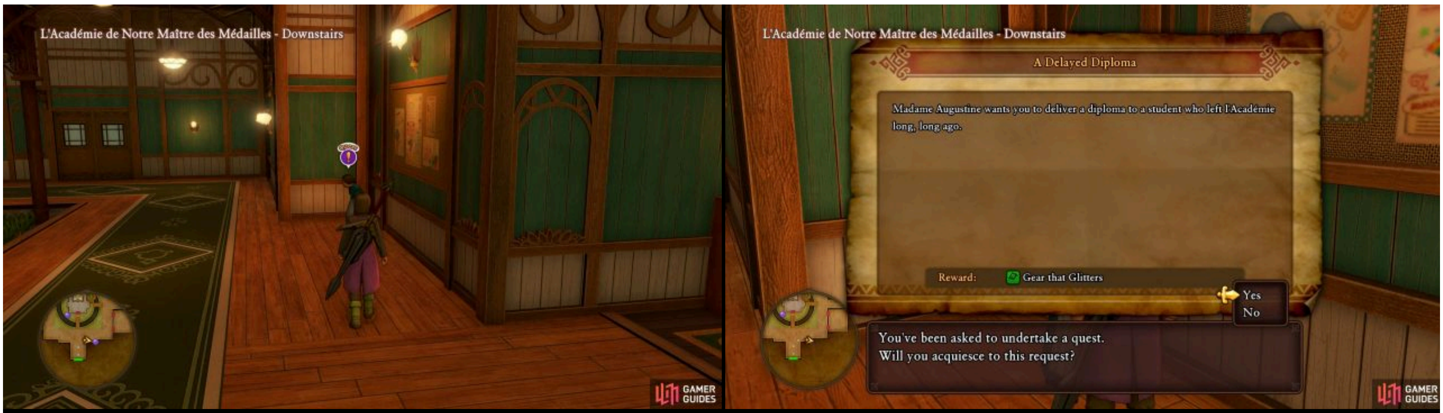
Return to L'Academie during Act II to discover the Lips at the entrance has a request for you. She asks you to display a level of Charm unseen anywhere else, naturally you'll need to boost your Charm to 330+ to pass this little task.

The mardi garb +2 in the equipment bag has been reworked into a set of mardi garb +3!

The Mardi Garb +3 is essential for this quest.

If you wait until you reunite with Sylvando, you’ll obtain the Mardi Garb as part of the scenario. Rework this to +3 to boost your Charm massively, equip a Platinum Powersword +3 and then any Charm boosting accessories to meet the requirement and complete the quest.

29 A Delayed Diploma


L'Académie de Notre Maître des Médailles - Downstairs
L'Académie de Notre Maître des Médailles - Downstairs
A Delayed Diploma
Reward:
Gear that Glitters
Yes
No
GAMER GUIDES
GAMER GUIDES

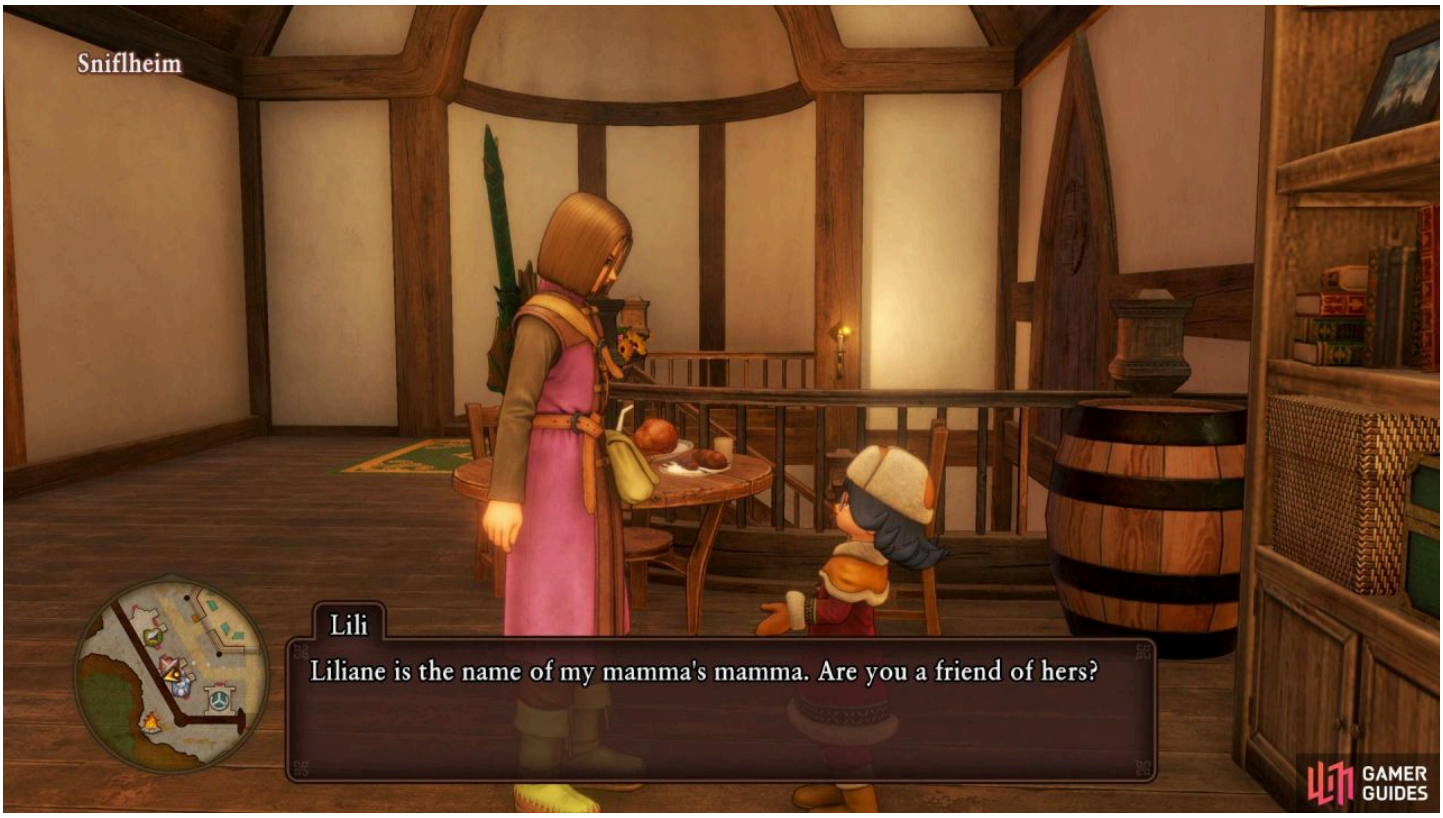
Madame Augustine wants you to deliver a diploma to a student who left l'Académie long, long ago.

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find the woman to the east of the entrance (left), she'll ask you to search for a woman in Sniflheim. (right)

Quest Acquisition	Reward
Act II - L'Academie, Woman on the 1st Floor	Gear that Glitters

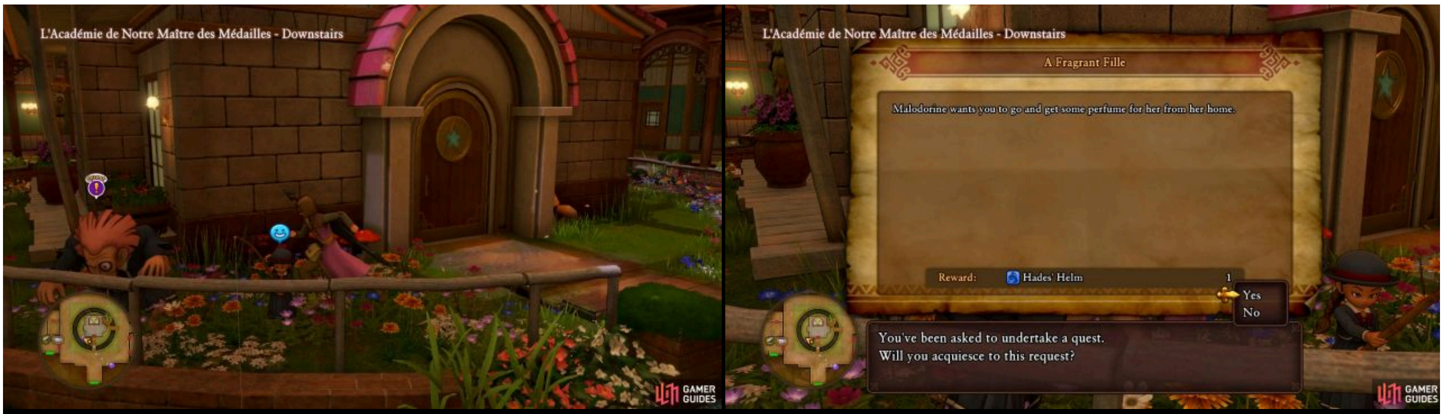
Return to L'Academie during Act II to find an old woman to the east of the entrance looking for some assistance. She wants you to track down a woman that never received her Diploma a long time ago. Once you reach Sniflheim and bring peace to the kingdom once more, head upstairs in the Weapon shop to find a young girl. Upon speaking to her you'll discover that the woman was her grandmother that has now passed. Return to the woman back in L'Academie to report your findings and complete the quest.


Sniflheim
GAMER GUIDES

Lili
Liliane is the name of my mamma's mamma. Are you a friend of hers?

You’ll find the woman’s granddaughter upstairs of the Weapon shop.

30 A Fragrant Fille


L'Académie de Notre Maître des Médailles - Downstairs
L'Académie de Notre Maître des Médailles - Downstairs
GAMER GUIDES
GAMER GUIDES

A Fragrant Fille

Malodorine wants you to go and get some perfume for her from her home.

Reward: Hades' Helm 1

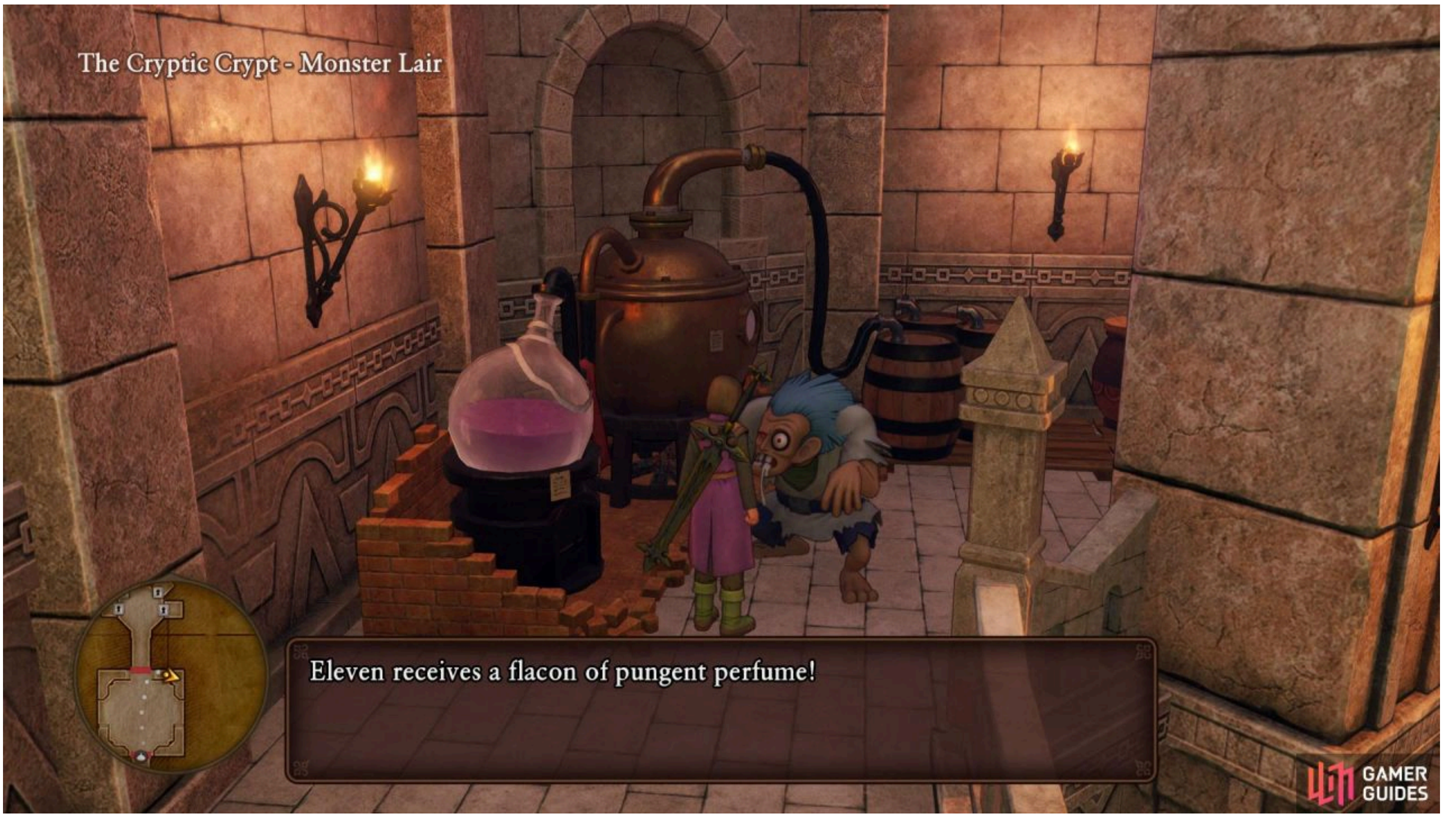
Yes
No

You've been asked to undertake a quest.
Will you acquiesce to this request?

Speak to the zombie near the Principal's office (left), you'll need to head to the Cryptic Crypt. (right)

Quest Acquisition	Reward
Act II - L'Academie, Zombie near the Principal's office	Hades' Helm

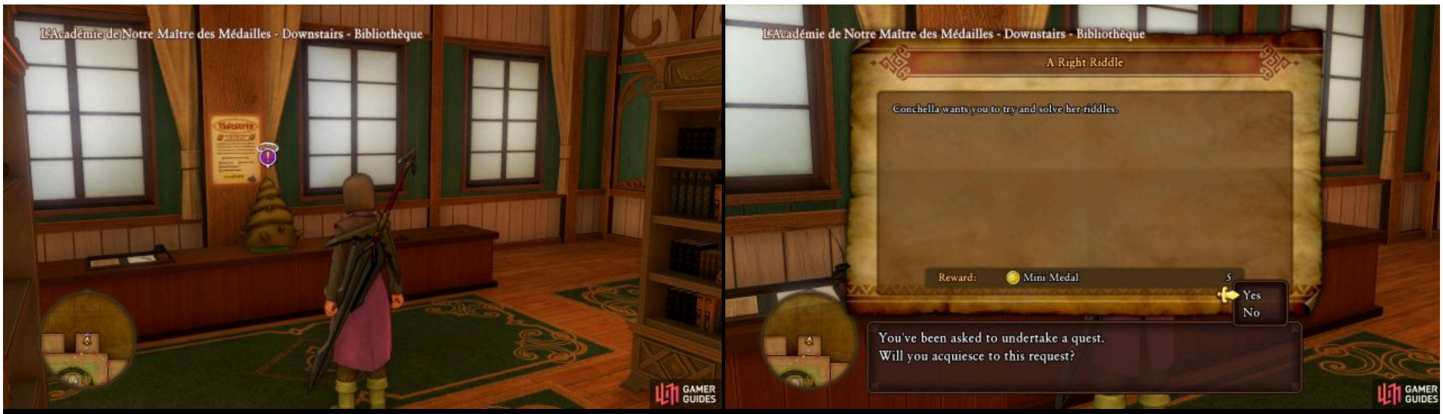
Return to L'Academie and speak to the zombie near the Principal's office to discover she needs more of her special perfume. Head to the Cryptic Crypt and make your way back to where you defeated Jarvis to find a zombie in the northeast corner who will present you with some of the perfume. Return to L'Academie and hand it over to complete the quest.


The Cryptic Crypt - Monster Lair
GAMER GUIDES

Eleven receives a flacon of pungent perfume!

Return to where you defeated Jarvis to find the perfume.

31 A Right Riddle


L'Académie de Notre Maître des Médailles - Downstairs - Bibliothèque
L'Académie de Notre Maître des Médailles - Downstairs - Bibliothèque
A Right Riddle
Reward:
Mini Medal
5
Yes
No
GAMER GUIDES

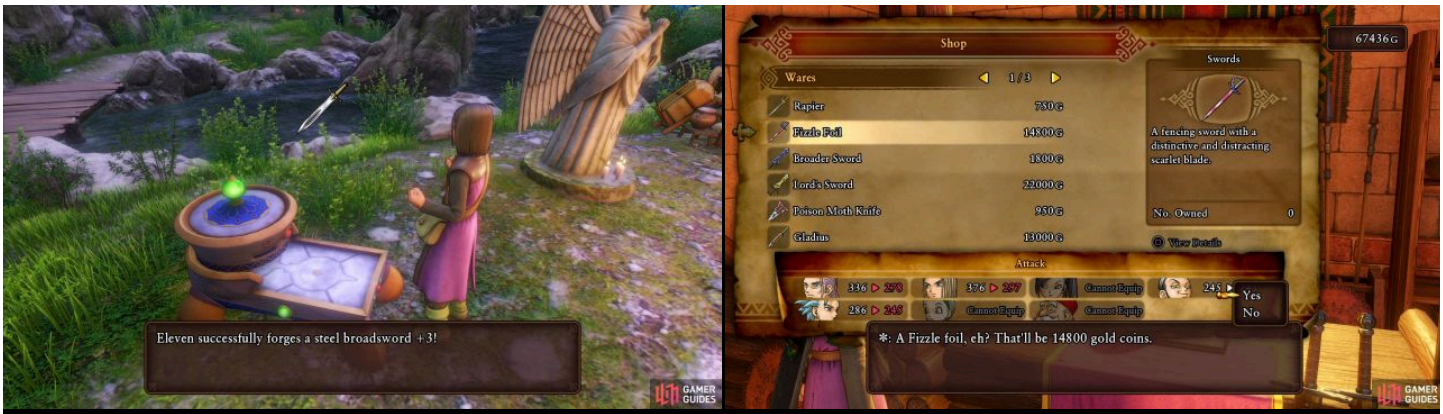
Conchella wants you to try and solve her riddles.

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find the Shellslime in the Bibliotheque (left), you'll need to answer two of his riddles. (right)

Quest Acquisition	Reward
Act II - L'Academie, Shellslime in the Bibliotheque	Mini Medal x5

Return to L'Academie during Act II and head over to the Bibliotheque to find a Shellslime with a quest for you. He'll ask you to solve two of his riddles with which you'll have to answer by equipping the Hero with the weapon in question. For the first riddle you'll need a Steel Broadsword that you can forge at the Camp. The second riddle will require you to reach Gondolia to buy the Fizzle Foil from the shop there.


Shop
67436G
Wares
1/3
Swords
Attack
View Details
Yes
No
GAMER GUIDES

Eleven successfully forges a steel broadsword +3!

Wares	
Rapier	750G
Fizzle Foil	14800G
Broader Sword	1800G
Lord's Sword	22000G
Poison Moth Knife	950G
Gladius	13000G

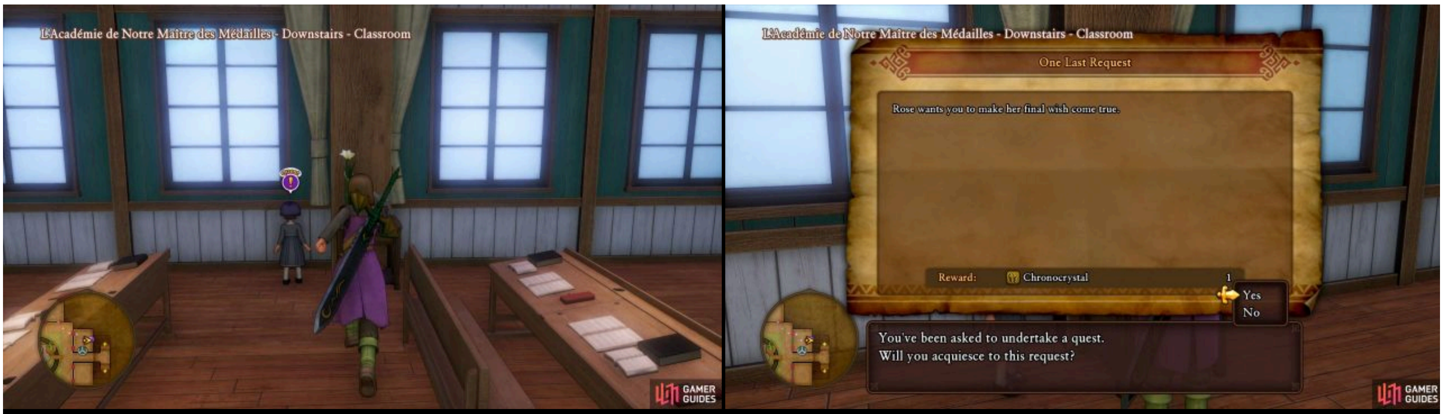
A fencing sword with a distinctive and distracting scarlet blade.

No. Owned 0

*: A Fizzle foil, eh? That'll be 14800 gold coins.

Forge the Steel Broadsword at a Camp (left), you'll have to wait until you reach Gondolia to grab the Fizzle Foil. (right)

32 One Last Request


L'Académie de Notre Maître des Médailles - Downstairs - Classroom
L'Académie de Notre Maître des Médailles - Downstairs - Classroom
Reward:
Chronocrystal
1
Yes
No
GAMER GUIDES
GAMER GUIDES

One Last Request

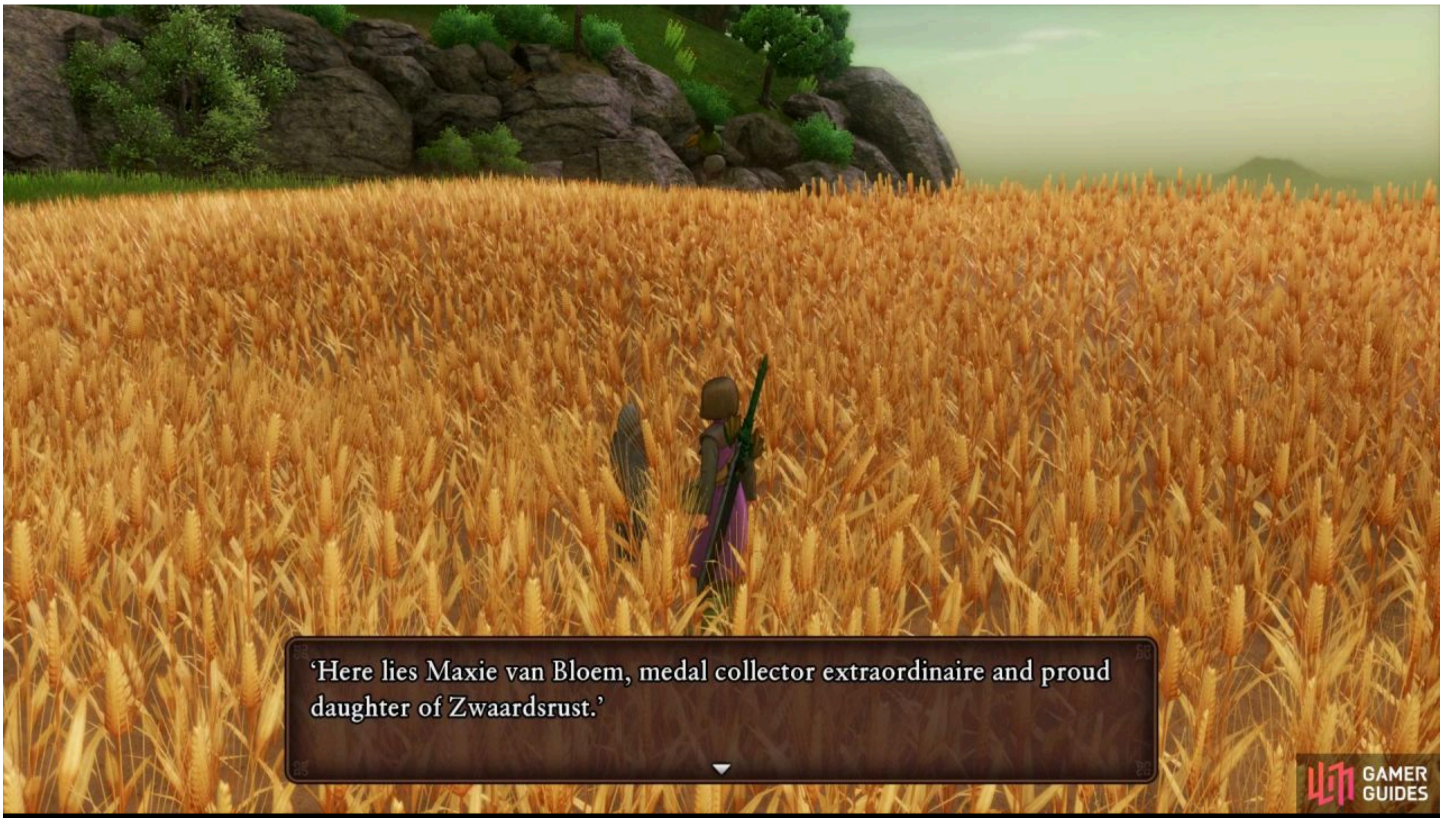
Rose wants you to make her final wish come true.

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll only be able to find the girl during the night (left), you'll need to travel to Zwaardsrust to track down the treasure. (right)

Quest Acquisition	Reward
Act II - L'Academie, girl in east Classroom at Night	Chronocrystal

Return to L'Academie during Act II and shift the time of day to night. Head into the Classroom where the Priest is located and you'll notice a girl looking out of the window. Upon speaking to her you discover that she's a ghost and has one last request before passing on to the next life.

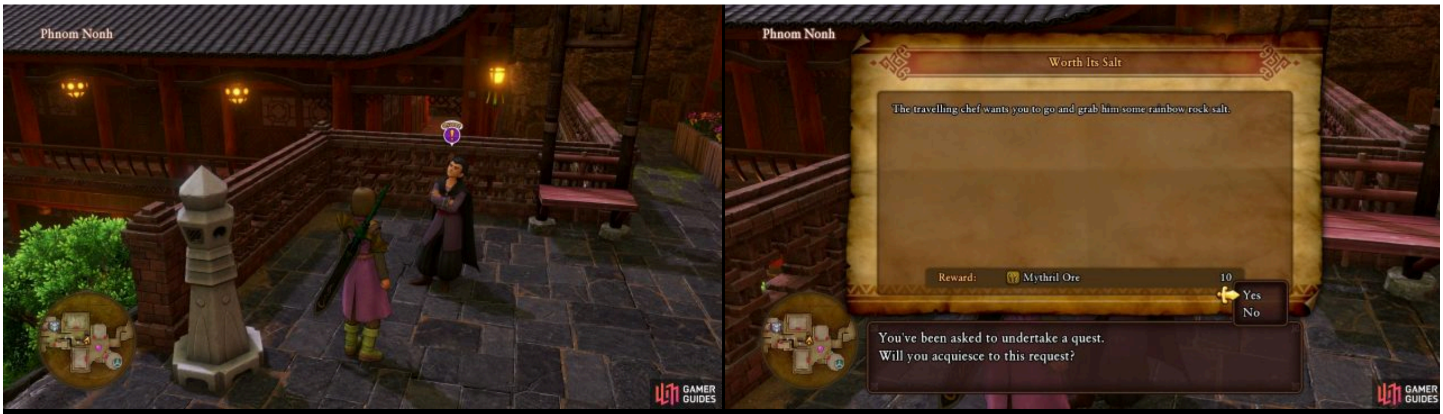

GAMER GUIDES

'Here lies Maxie van Bloem, medal collector extraordinaire and proud daughter of Zwaardsrust.'

You'll find the gravestone to the east of the Warrior's Rest Inn.

To track down the treasure in question, head to the The Warrior’s Rest Inn at the Zwaardsrust Region and head to the hay field to your east. In the middle of this field you’ll spot a gravestone which when inspected, will be that of Maxie and is indeed her most precious treasure. Return to the girl in the Classroom and inform her to complete the quest.

33 Worth Its Salt


Phnom Nonh
Phnom Nonh
Worth Its Salt
Reward:
Mythril Ore
10
Yes
No

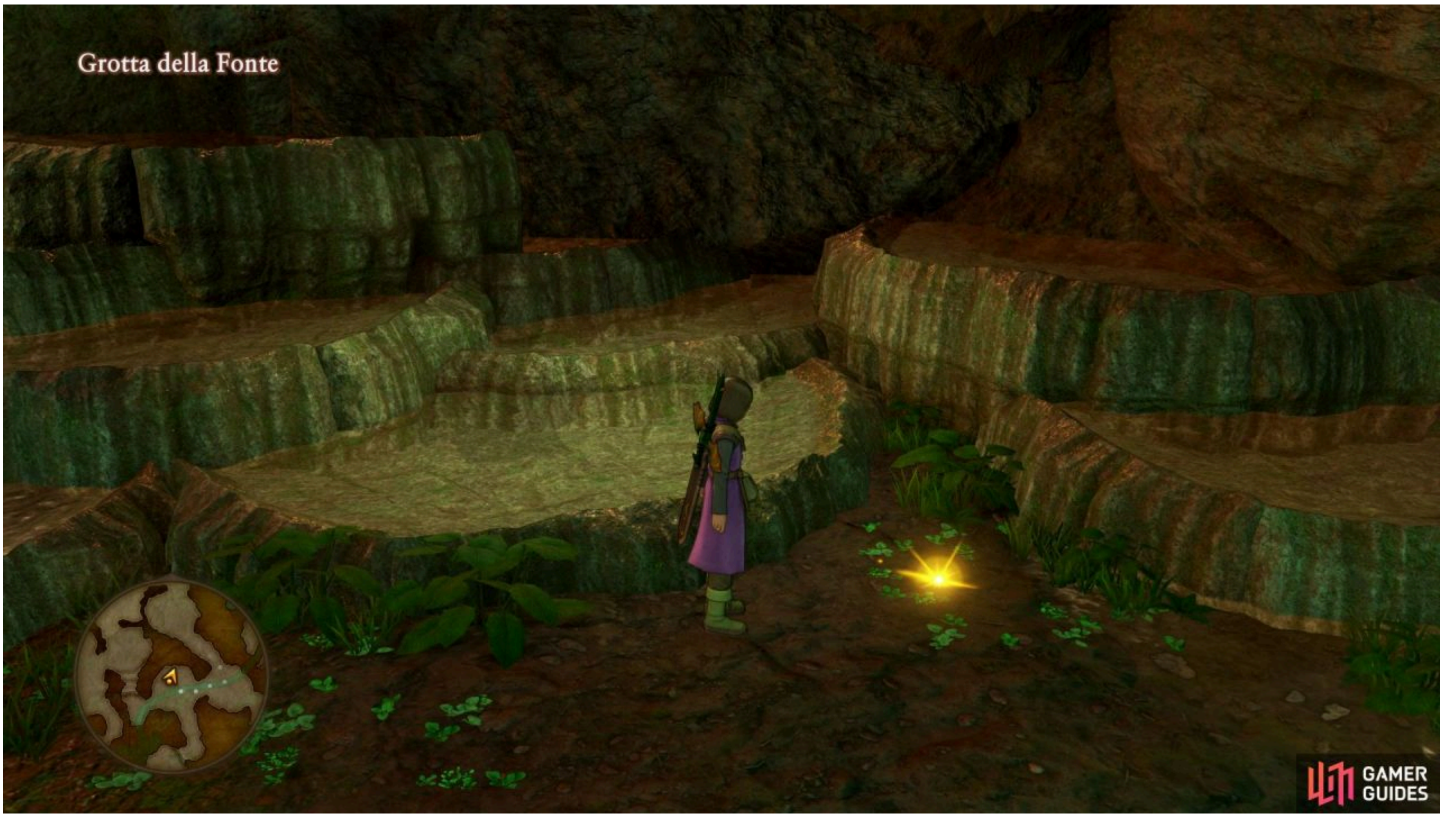
The travelling chef wants you to go and grab him some rainbow rock salt.

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find this man near the Church (left), you need to find some special salt in the Grotta della Fonte. (right)

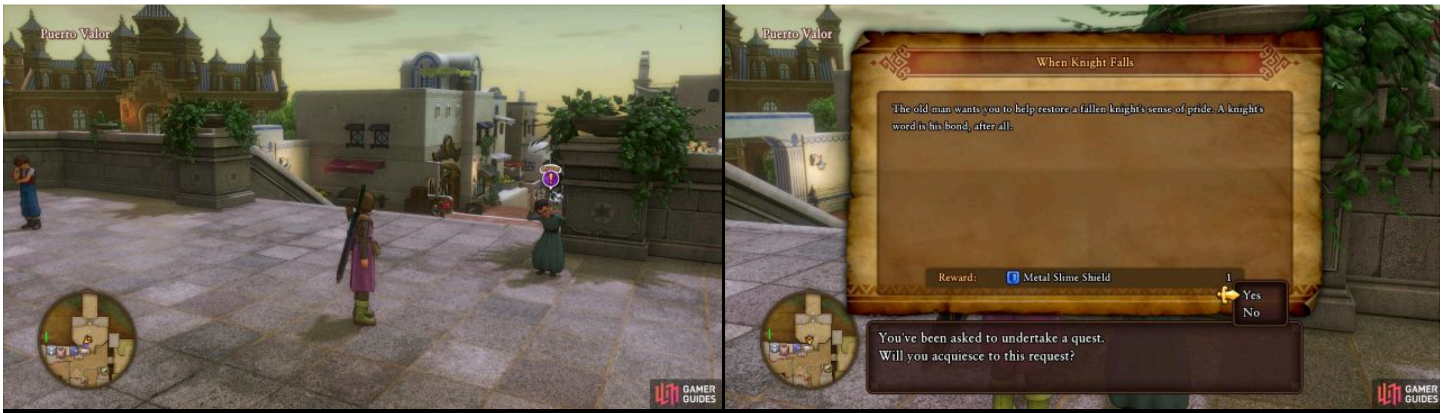
Quest Acquisition	Reward
Act II - Phnom Nonh, Man near the Church	Mythril Ore x10

Return to Phnom Nonh during Act II to find a chef near the Church that is looking for some assistance. He wants you to head to the Grotta della Fonte to find some salt to help improve his recipes. Head to the Camp in Grotta della Fonte and then head southeast to the next intersection, heading west twice to find the golden Sparkly Spot containing the Rainbow Rock Salt.


Grotta della Fonte

Head south and then west from the Camp to find the salt.

34 When Knight Falls


Puerto Valor
Puerto Valor
When Knight Falls
Reward:
Metal Slime Shield
1
Yes
No

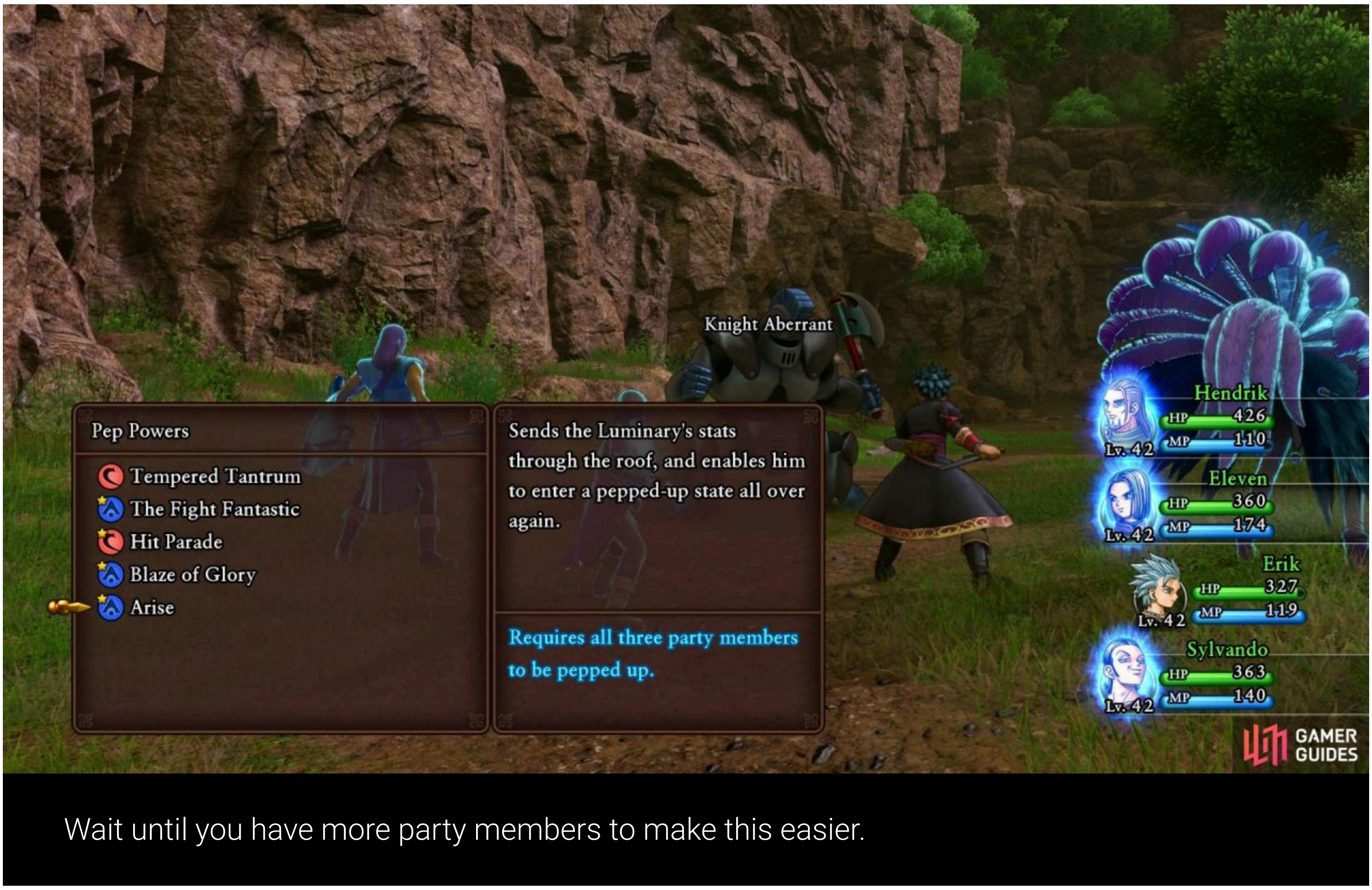
The old man wants you to help restore a fallen knight's sense of pride. A knight's word is his bond, after all.

You've been asked to undertake a quest.
Will you acquiesce to this request?

Speak to the man near the entrance of Puerto Valor (left), you'll need to head to the Eerie Eyrie. (right)

Quest Acquisition	Reward
Act II - Puerto Valor, Man at the entrance	Metal Slime Shield

Once you've left Sylvando's troupe with his father at Puerto Valor in Act II, return to town and speak to the old man near the entrance. He asks you to defeat a Knight Aberrant in the Eerie Eyrie with the Arise Pep Power.


Knight Aberrant
Pep Powers
Tempered Tantrum
The Fight Fantastic
Hit Parade
Blaze of Glory
Arise
Hendrik HP 426 MP 110 Lv. 42
Eleven HP 360 MP 174 Lv. 42
Erik HP 327 MP 119 Lv. 42
Sylvando HP 363 MP 140 Lv. 42

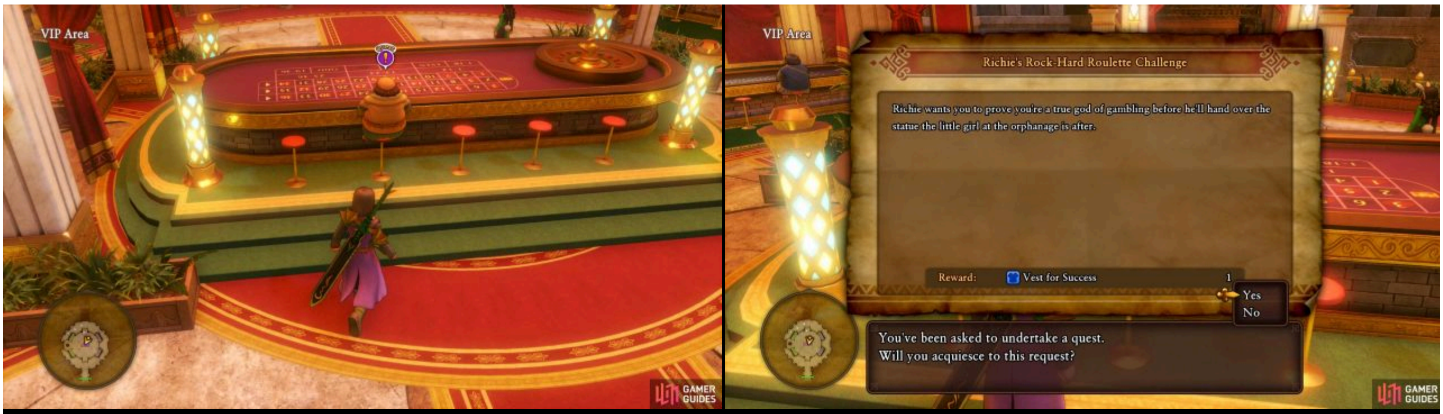
Sends the Luminary's stats through the roof, and enables him to enter a pepped-up state all over again.

Requires all three party members to be pepped up.

Wait until you have more party members to make this easier.

It’s best to wait until you obtain more than four party members so you can swap characters who are Pepped Up out. Once you manage to have the Hero, Sylvando and Hendrick all Pepped Up, use the Arise Power against a Knight Aberrant in the Eerie Eyrie before defeating it. Return to the man and report your success to complete the quest.

35 Richie's Rock-Hard Challenge



Richie's Rock-Hard Roulette Challenge

Richie wants you to prove you're a true god of gambling before he'll hand over the statue the little girl at the orphanage is after.

Reward: Vest for Success 1

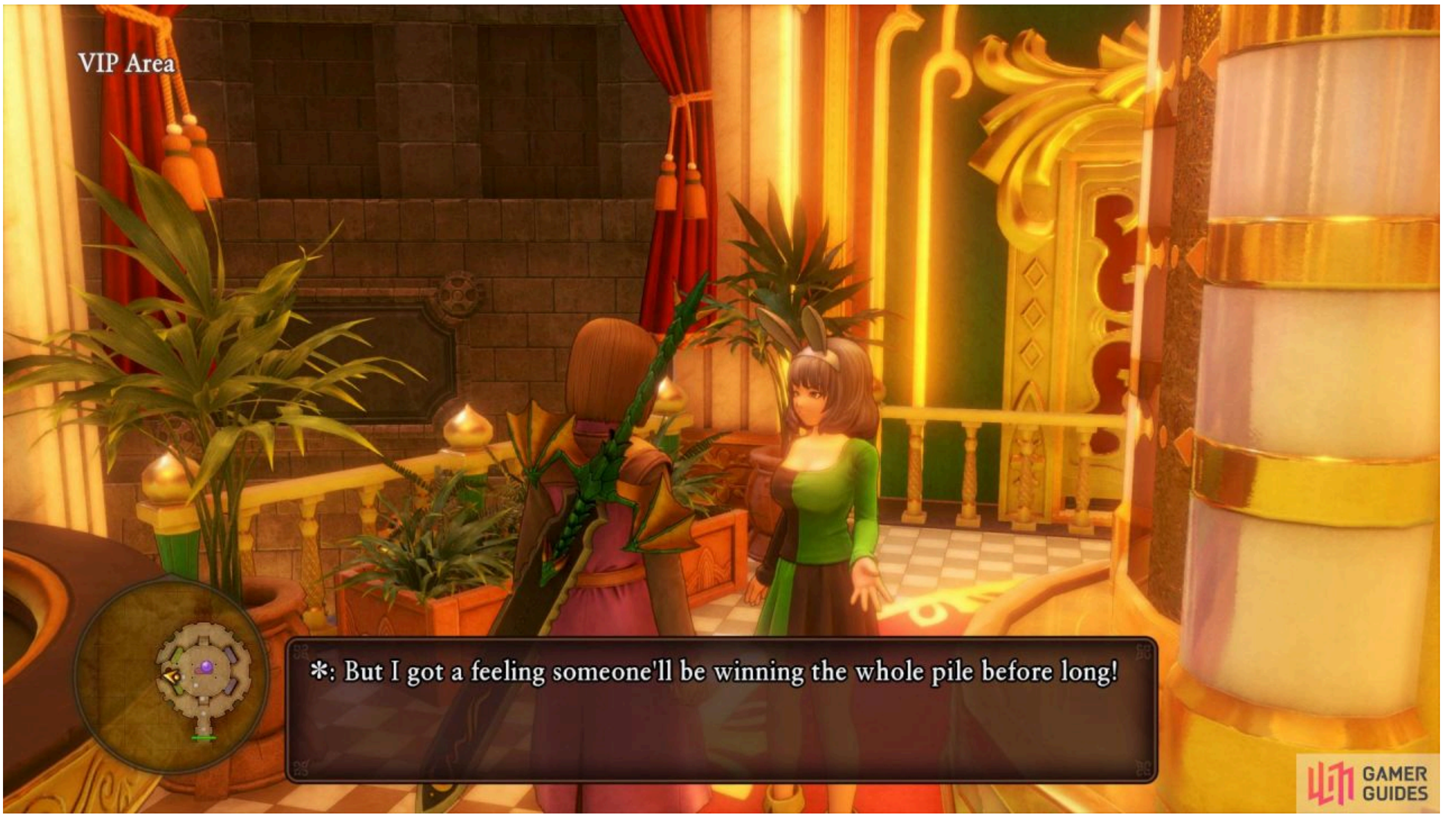
Yes
No

You've been asked to undertake a quest.
Will you acquiesce to this request?

The quest won't appear if you don't speak to the girl outside the Casino first (left), you'll need some serious luck to hit the Jackpot. (right)

Quest Acquisition	Reward
Act II - Octagonia, girl outside the Casino	Vest for Success

Once you return to Octagonia in Act II and return all of the monsters back to humans, you'll find a girl outside the Casino. She won't have the usual quest marker but when speaking to her, she asks you to get a Statue from Richie in the Casino. Agree to help and then make your way to the VIP area to find Richie and begin the quest officially.

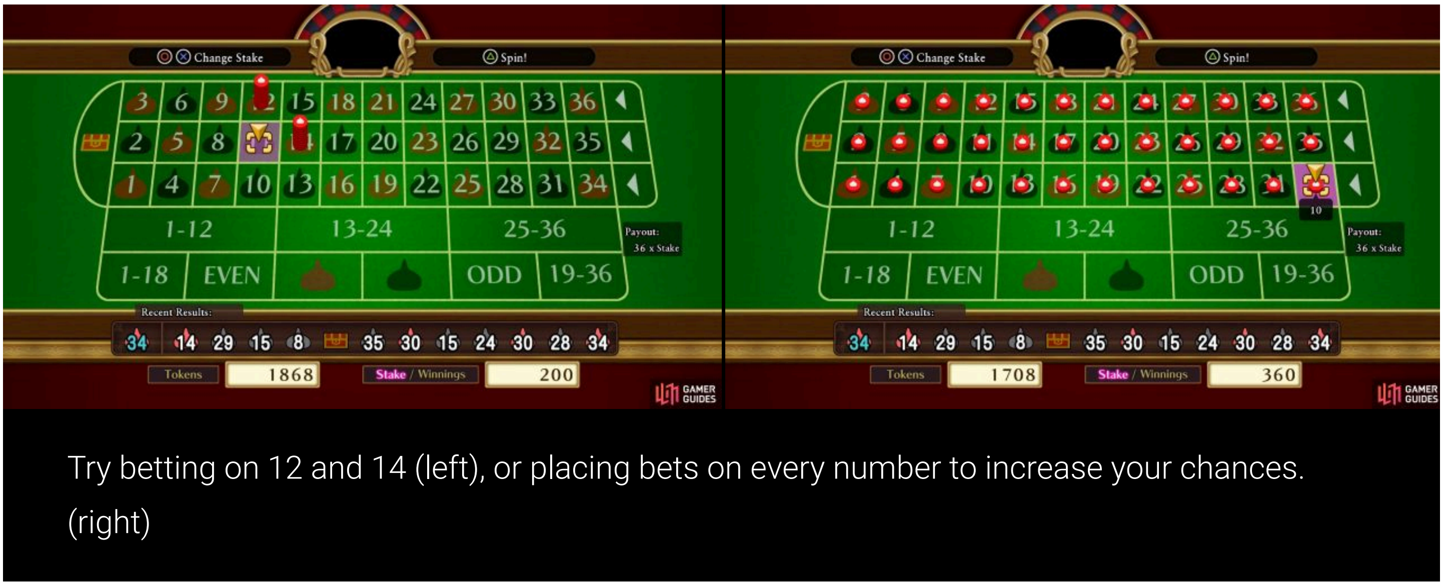


*: But I got a feeling someone'll be winning the whole pile before long!

You're looking for this line.

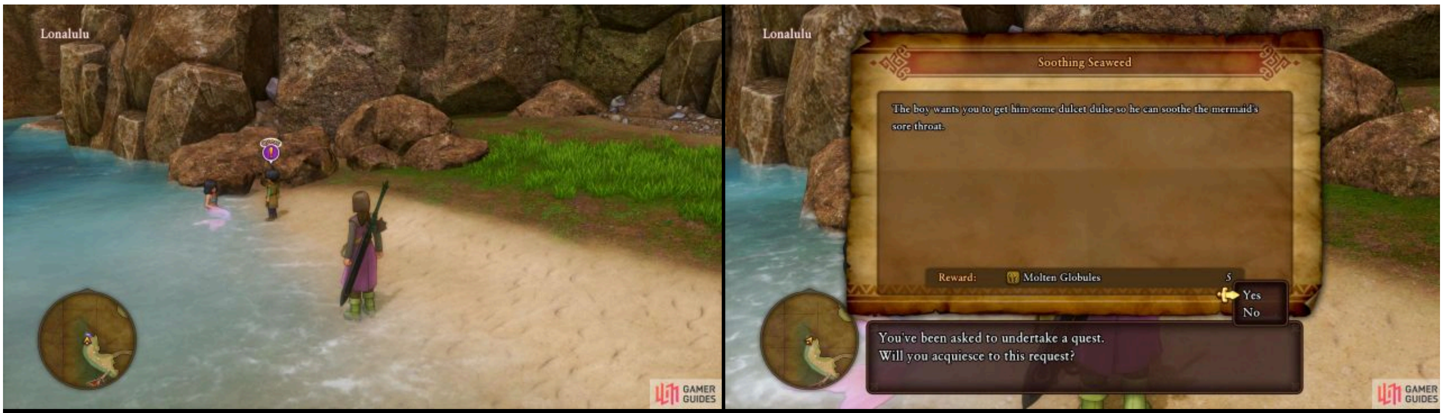
You'll need to hit a Jackpot on the Roulette table, something that is entirely down to luck. There is however, a few little tricks you can do to push it in your favor. To begin with, you'll find a Bunny Girl near a Token Tower who will fill you in on if someone is about to win the Jackpot soon. Wait for her to say the line "But I got a feeling someone'll be winning the whole pile before long", if she doesn't say this then rest at the Inn and return the next day. You'll need to keep repeating this until she says the line.

Once she says the line it's time to play Roulette so make sure you create an autosave by exiting and returning to the VIP area. There's no surefire way to achieve the Jackpot but there are two methods you can try. The first is to place a bet on the numbers 12 and 14, these numbers appear to be common and have a better chance to hit a Jackpot. You other method is to put a bet on every number, this secures your bet and guarantees that if there's a Jackpot, you'll have the number in question. You could be fortunate and hit the Jackpot in a few spins, you could be here hours, either way once you hit that ever elusive Jackpot, speak to Richie to complete the quest.



Try betting on 12 and 14 (left), or placing bets on every number to increase your chances. (right)

36 Soothing Seaweed



The boy wants you to get him some dulcet dulse so he can soothe the mermaid's sore throat.

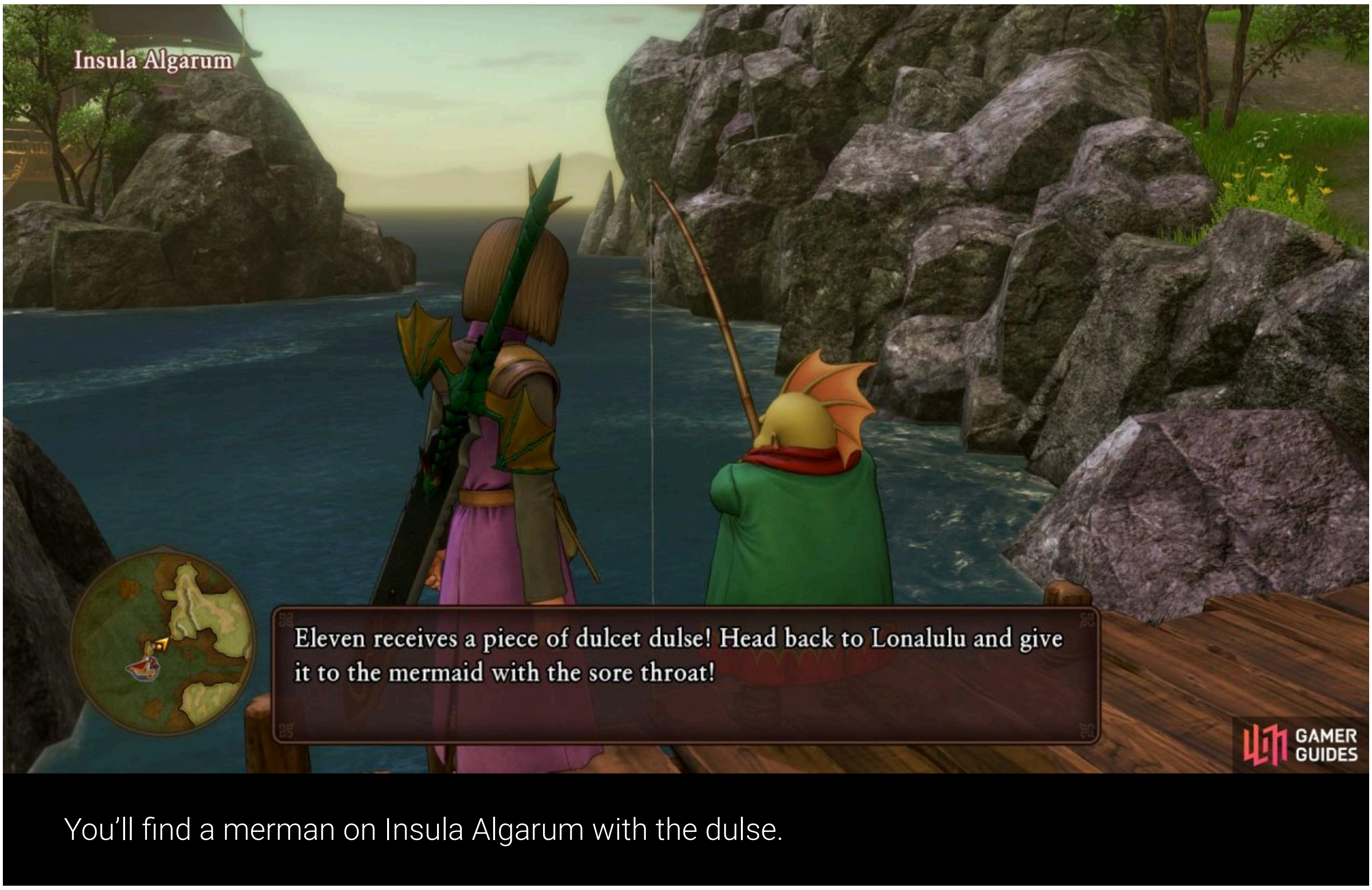
Reward: Molten Globules 5

You've been asked to undertake a quest.
Will you acquiesce to this request?

Search near the dock to find the quest giver (left), you'll need to find a Dulcet Dulse to restore the mermaid's voice. (right)

Quest Acquisition	Reward
Act II - Lonalulu, Boy near the dock	Molten Globules x5

Head to Lonalulu in Act II to find a young boy near the dock looking at a mermaid. Upon closer inspeection it appears that the mermaid has lost her voice and the boy is looking for a way to restore it.

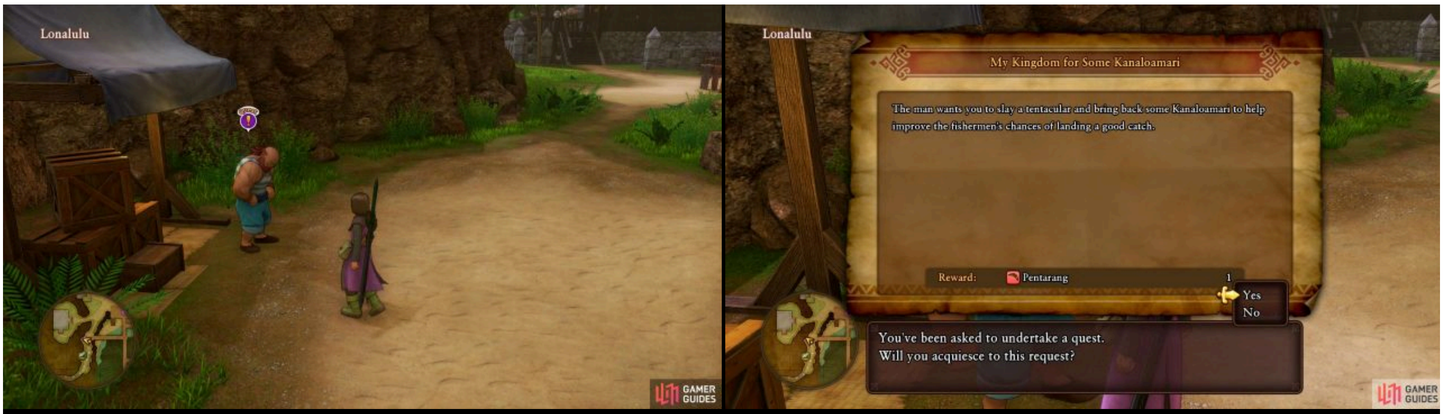


Eleven receives a piece of dulcet dulse! Head back to Lonalulu and give it to the mermaid with the sore throat!

You'll find a merman on Insula Algarum with the dulse.

Make your way to Insula Algarum, northwest of The Strand and you'll find a merman on the bridge. Speak to him to receive the Dulcet Dulse and then deliver it to the mermaid, this will restore her voice and complete the quest.

37 My Kingdom for Some Kanaloamari


Lonalulu
Lonalulu
GAMER GUIDES
GAMER GUIDES

My Kingdom for Some Kanaloamari

The man wants you to slay a tentacular and bring back some Kanaloamari to help improve the fishermen's chances of landing a good catch.

Reward: Pentarang 1

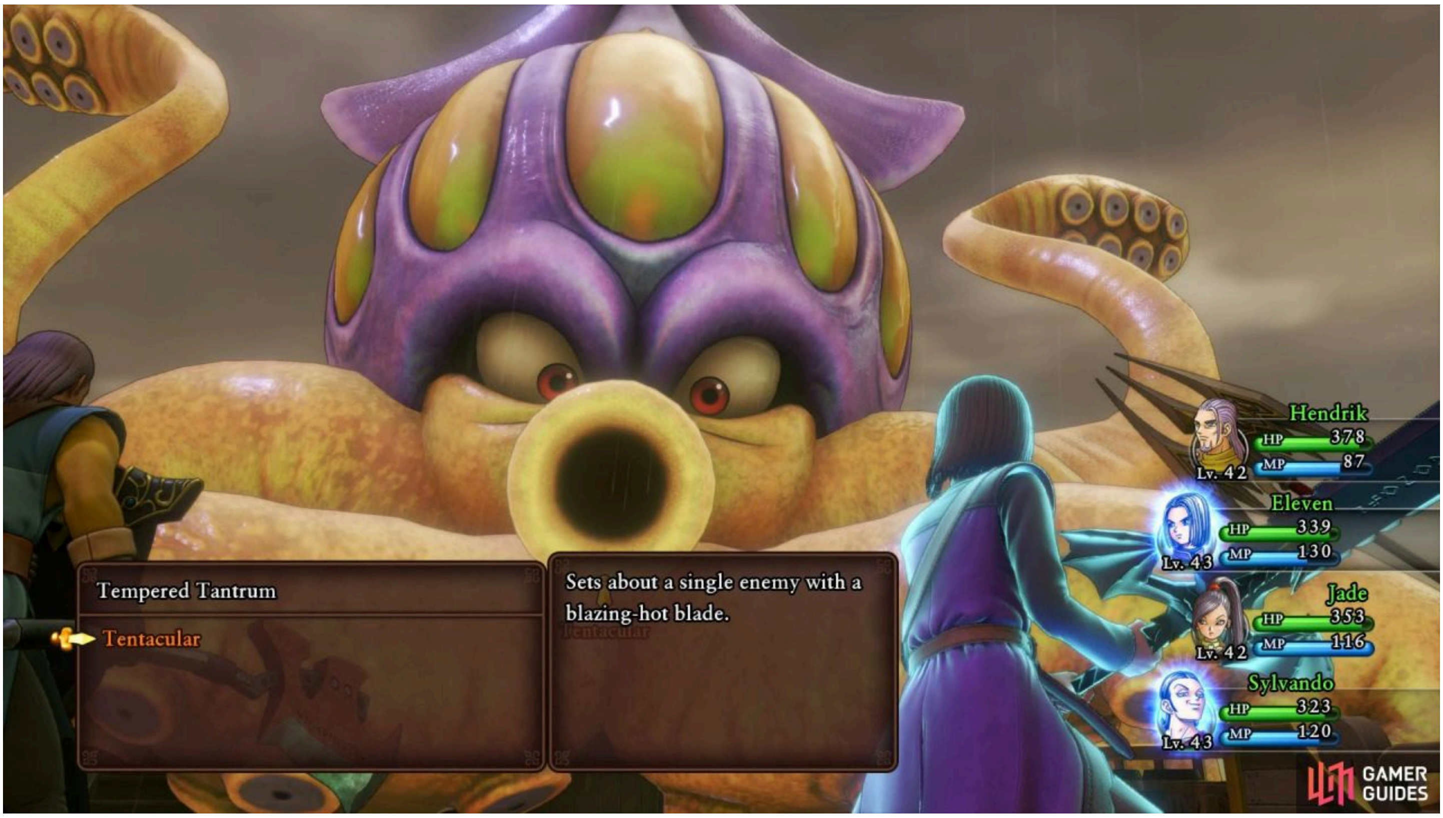
Yes
No

You've been asked to undertake a quest.
Will you acquiesce to this request?

Search near the Pearl Shop to find this man (left), you'll only see him if you've learnt the Pep Power Tempered Tantrum. (right)

Quest Acquisition	Reward
Act II - Lonalulu, Man near the entrance (Requires Tempered Tantrum Pep Power)	Pentarang

Head to Lonalulu during Act II and make sure you've learn the Pep Power Tempered Tantrum between the Hero and Sylvando. You'll need to learn Flame Slash from the Swords tree with the Hero (Sylvando comes with Hot Lick already learnt). Once you have the Pep Power, head to where the Pearl shop is to find this man, he wants you to kill a Tentacular in the seas to the north using the Tempered Tantrum Pep Power.

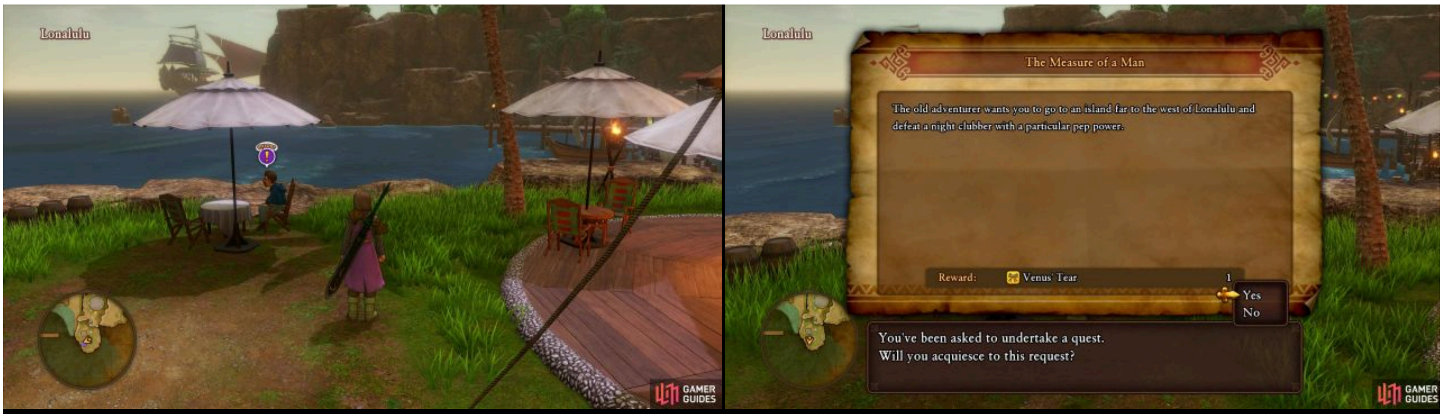

Tempered Tantrum
Tentacular
Hendrik HP 378 MP 87 Lv. 42
Eleven HP 339 MP 130 Lv. 43
Jade HP 353 MP 116 Lv. 42
Sylvando HP 323 MP 120 Lv. 43
GAMER GUIDES

Sets about a single enemy with a blazing-hot blade.

Make sure Tempered Tantrum delvers the killing blow.

Sail north to the Outer Sea - North and wait until you encounter a Tentacular. With Sylvando in your party, wait for the Hero to become Pepped Up (or use the Pep Up skill) and unleash Tempered Tantrum on the Tentacular when it’s name is orange. You’ll need to deliver the killing blow with the Pep Power and once defeated, return to the man to complete the quest.

38 The Measure of a Man


Lonalulu
Lonalulu
GAMER GUIDES
GAMER GUIDES

The Measure of a Man

The old adventurer wants you to go to an island far to the west of Lonalulu and defeat a night clubber with a particular pep power.

Reward: Venus' Tear 1

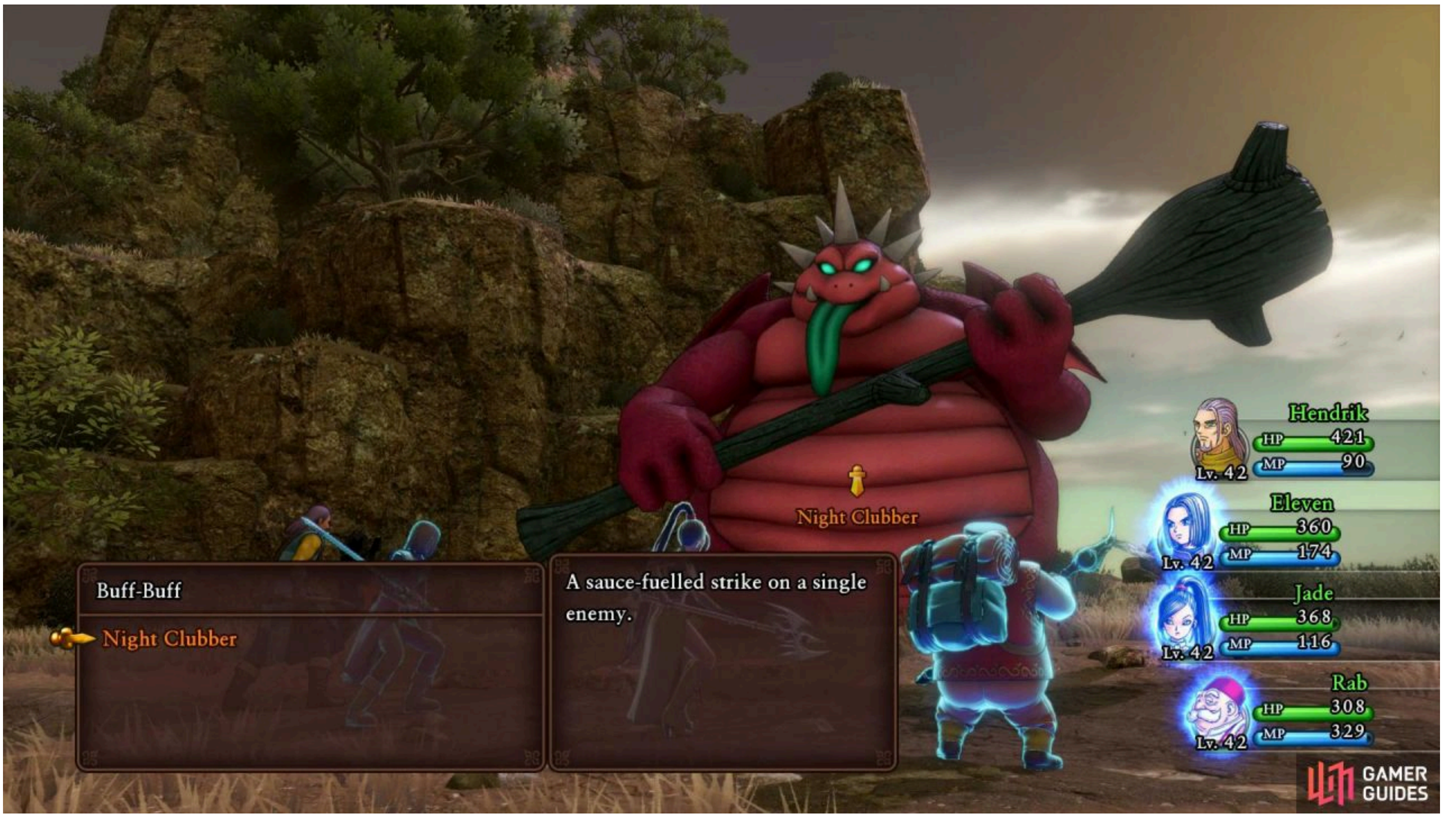
Yes
No

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll only see this quest if you've learnt the Buff-Buff Pep Power (left), he tasks you with using the power against a Night Clubber. (right)

Quest Acquisition	Reward
Act II - Lonalulu, Man in the tavern (Buff-Buff Pep Power required)	Venus' Tear

Head over to Lonalulu during Act II once you've learn the Buff-Buff Pep Power usable between the Hero and Jade. You'll need to learn Unbridled Blade from the Greatswords tree to acquire it (Jade comes with Puff-Puff already learnt). Head to the tavern once you have the Pep Power to find a man overlooking the sea who wants you to defeat a Night Clubber with this ability.

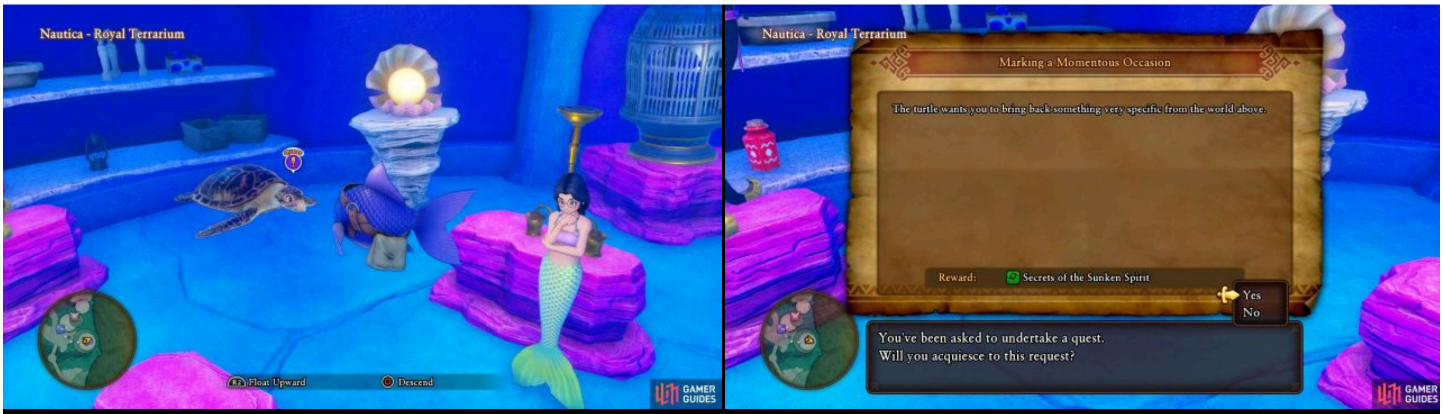

Buff-Buff
Night Clubber
Night Clubber
Hendrik
HP 421
MP 90
Lv. 42
Eleven
HP 360
MP 174
Lv. 42
Jade
HP 368
MP 116
Lv. 42
Rab
HP 308
MP 329
Lv. 42
GAMER GUIDES

A sauce-fuelled strike on a single enemy.

Make sure Buff-Buff is the killing blow.

Sail west from Lonalulu to Insula Incognita and head to the southeast to find these pink monstrosities. Once you have the Hero and Jade Pepped Up, enter into a battle with one of them and wait until it’s name is in orange, you need to deal the killing blow with the skill (which will hit for around 500 HP+). Return to the man following your success and report to him to complete the quest.

39 Marking a Momentous Occasion


Nautica - Royal Terrarium
R2 Float Upward
Descend
Nautica - Royal Terrarium
GAMER GUIDES

Marking a Momentous Occasion

The turtle wants you to bring back something very specific from the world above.

Reward: Secrets of the Sunken Spirit

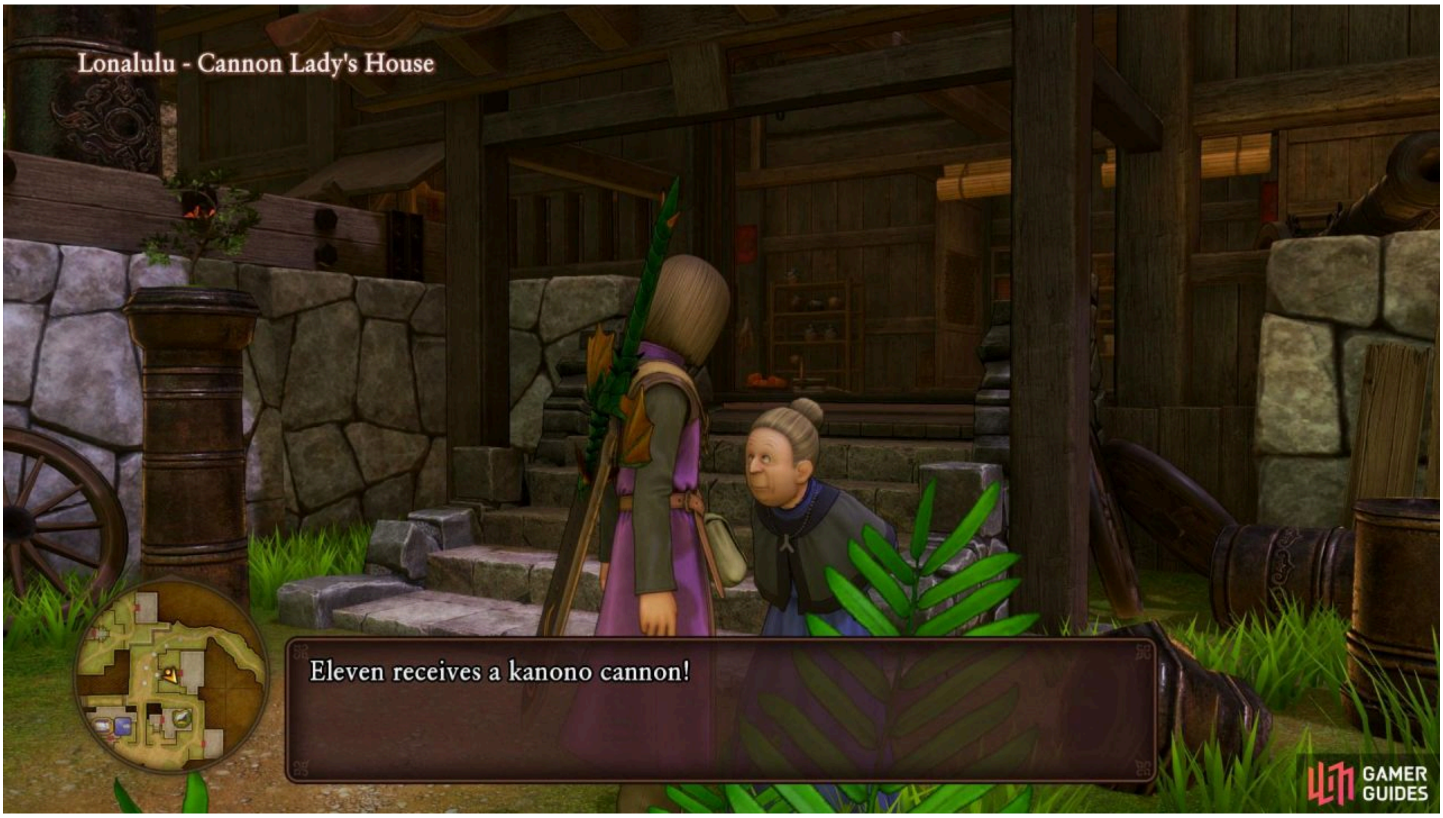
Yes
No

You've been asked to undertake a quest.
Will you acquiesce to this request?

Return to Nautica after Alizarin's death and speak to the turtle above the Weapons shop (left), you'll need to be a fish to reach him. (right)

Quest Acquisition	Reward
Act II - Nautica, turtle in the house above the Weapons shop	Secrets of the Sunken Spirit

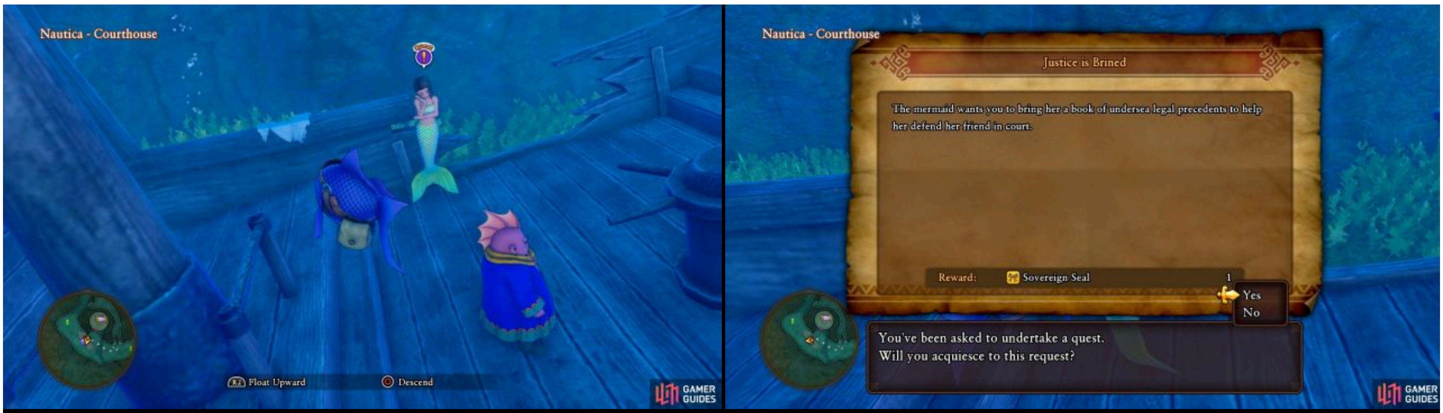
Once you've defeated Alizarin, return to Nautica and speak to the Queen to become a fish. Swim above the weapons shop to find this turtle looking for a special item to display in his museum. Zoom over to Lonalulu and head to the Canon Lady's house north of the Item shop, she'll give you the Kanono Canon upon speaking to her. Return to the turtle and deliver the item to complete the quest.


Lonalulu - Cannon Lady's House
GAMER GUIDES

Eleven receives a kanono cannon!

Speak to the Canon Lady in Lonalulu to get the desired item.

40 Justice is Brined


Nautica - Courthouse
Float Upward
Descend
Nautica - Courthouse
Justice is Brined
Reward:
Sovereign Seal
1
Yes
No
GAMER GUIDES

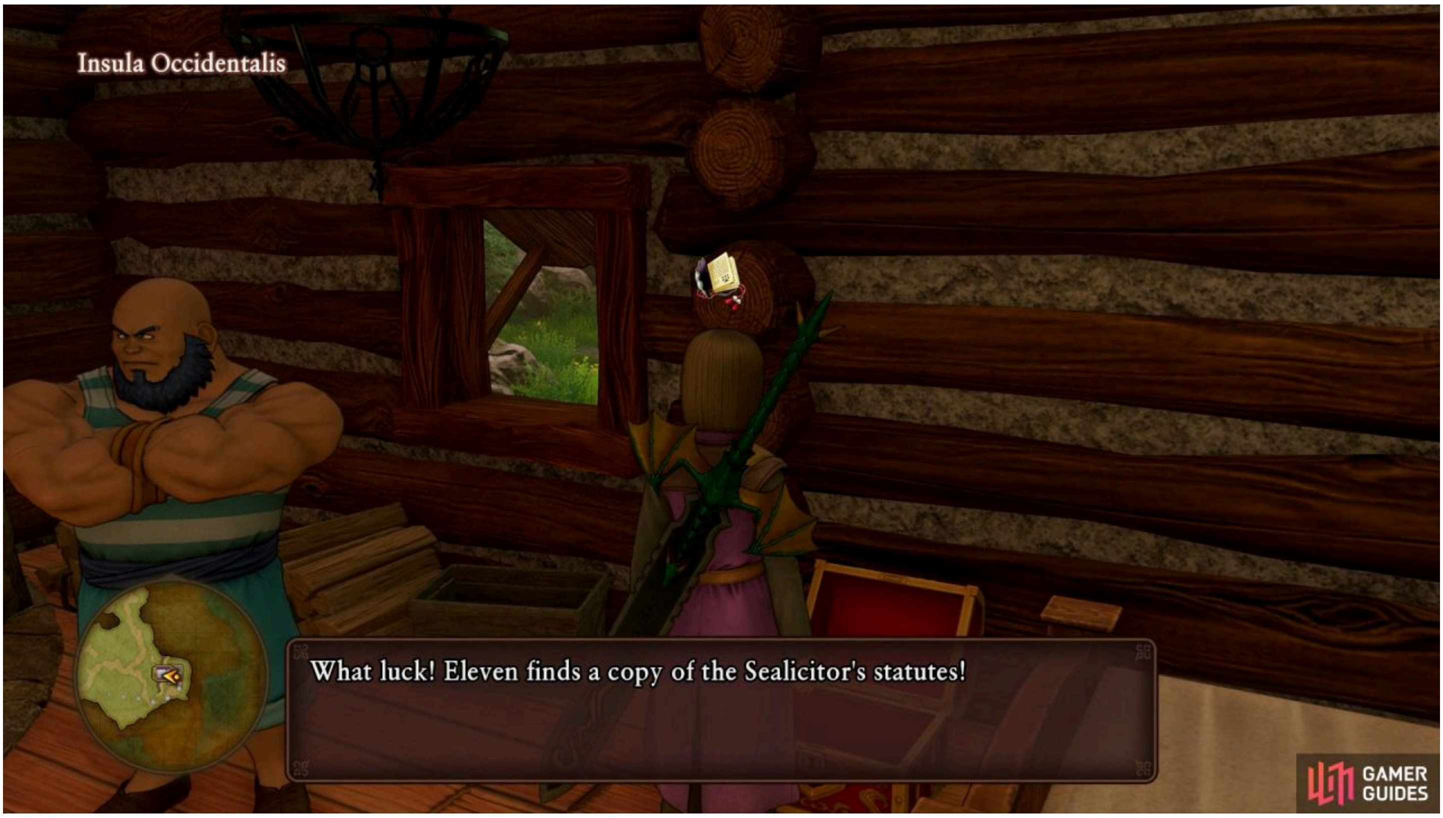
The mermaid wants you to bring her a book of undersea legal precedents to help her defend her friend in court.

You've been asked to undertake a quest.
Will you acquiesce to this request?

Swim to the depths of Nautica to find the Courthouse (left), you'll need to find her mentor's notes to help her. (right)

Quest Acquisition	Reward
Act II - Nautica, mermaid at the Courthouse	Sovereign Seal

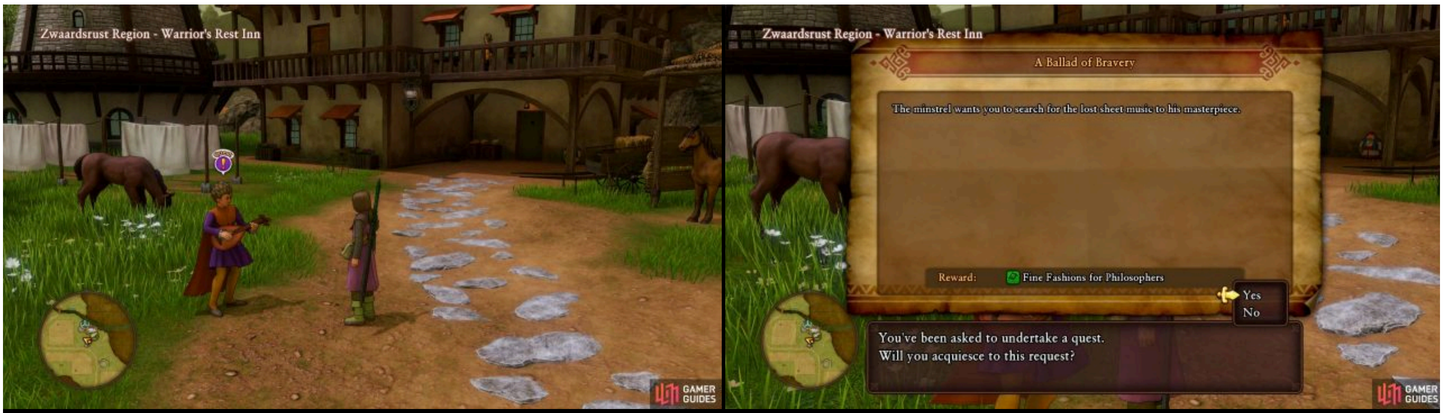
Return to Nautica once Alizarin has been defeated and have the Queen turn you into a fish. Swim down to the depths and over to the Courthouse to find a mermaid in need of assistance. She needs you to find the legal notes from her mentor to help her in her case. Zoom to The Strand and sail north to Insula Occidentalis where you'll find a cabin. You'll find the notes in the chest inside, return to Nautica to hand them over and complete the quest.


Insula Occidentalis
GAMER GUIDES

What luck! Eleven finds a copy of the Sealicitor's statutes!

You’ll find the notes in the Insula Occidentalis cabin.

41 A Ballad of Bravery


Zwaardsrust Region - Warrior's Rest Inn
Zwaardsrust Region - Warrior's Rest Inn
A Ballad of Bravery

The minstrel wants you to search for the lost sheet music to his masterpiece.

Reward: Fine Fashions for Philosophers

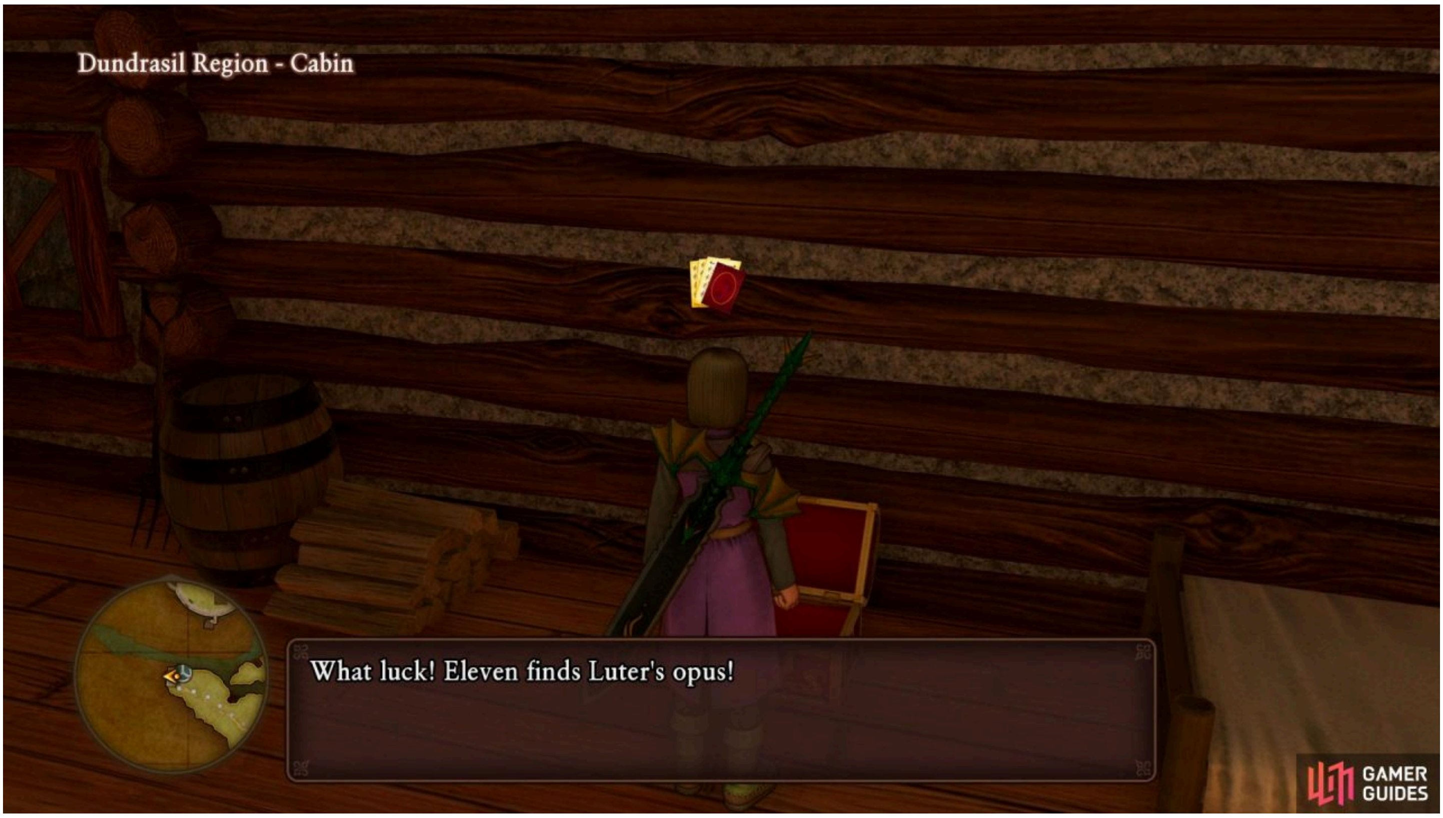
Yes
No

You've been asked to undertake a quest.
Will you acquiesce to this request?

Head to the Warrior’s Rest Inn after the events in Dundrasil (left), you’ll need to track down his music for him. (right)

Quest Acquisition	Reward
Act II - The Warrior’s Rest Inn, minstrel outside	Fine Fashions for Philosophers

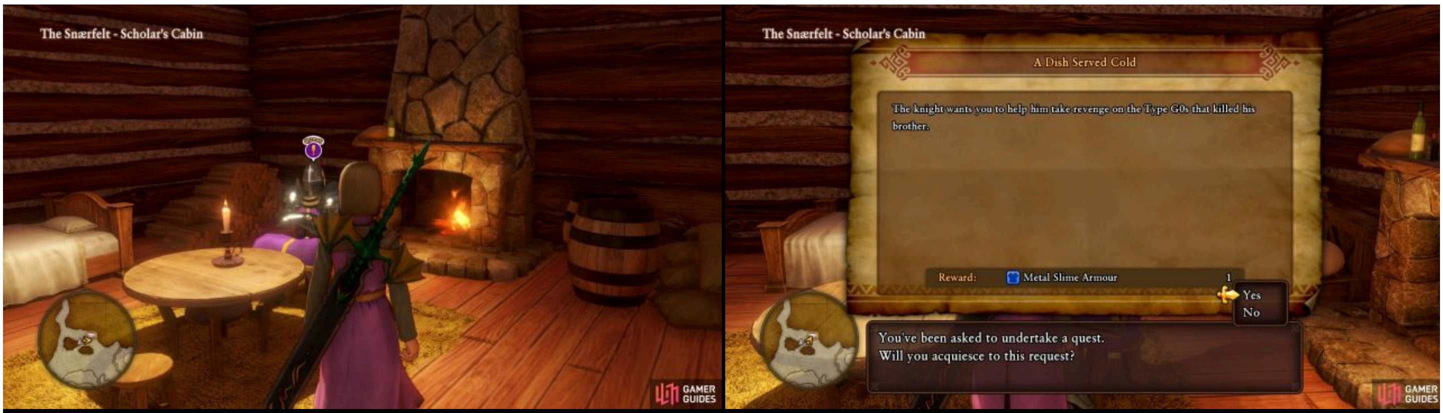
After clearing the events at Dundrasil in Act II, head back to the Warrior’s Rest Inn and speak to the minstrel outside. He wants you to track down some music he left in a hurry back in Dundrasil. Zoom over to the Dundrasil Camp and ride a horse to the cabin to the southwest, inside you’ll find a chest with the missing music. Zoom back to the Warrior’s Rest Inn and hand them over to complete the quest.


Dundrasil Region - Cabin

What luck! Eleven finds Luter's opus!

You’ll find a chest in the cabin to the southwest of Dundrasil.

42 A Dish Served Cold


The Snærfelt - Scholar's Cabin
The Snærfelt - Scholar's Cabin
A Dish Served Cold
Reward:
Metal Slime Armour
1
Yes
No
GAMER GUIDES
GAMER GUIDES

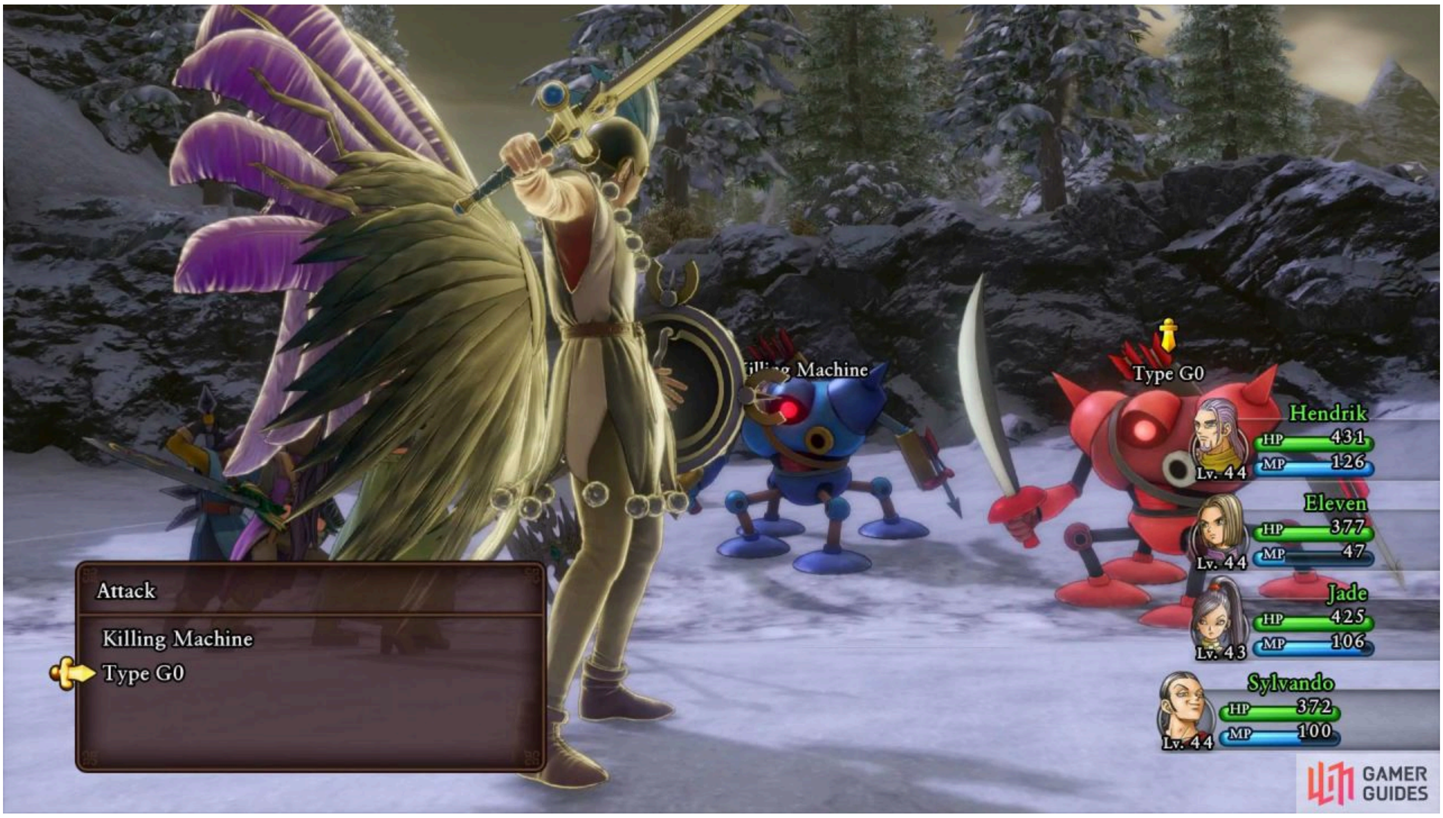
The knight wants you to help him take revenge on the Type G0s that killed his brother.

You've been asked to undertake a quest.
Will you acquiesce to this request?

Head to the cabin south of the Hekswood (left), you'll need to defeat the rare Type G0. (right)

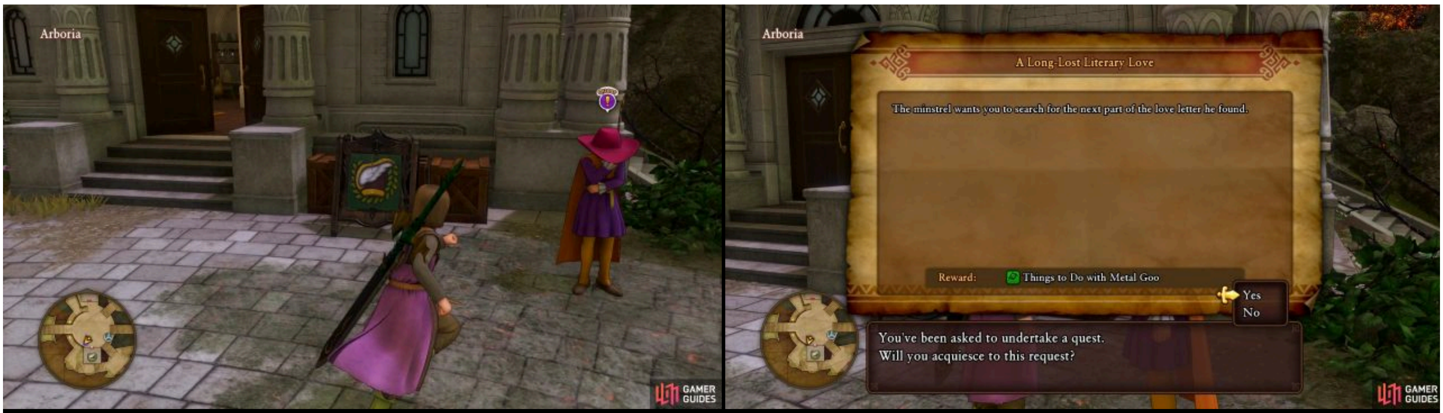
Quest Acquisition	Reward
Act II - The Snaerfelt, man inside cabin	Metal Slime Armour

Head to the Snaerfelt in Act II and make for the cabin south of the Hekswood. You'll find a man inside looking for revenge for his fallen brother and tasks you with defeating the Type G0, a Rare form of Killing Machine. Make your way to the Camp south of the Snaerfelt and look around the Frozen Fjord to find the Killing Machines. Eventually you'll run into the Type G0, beware that this monster will attack three times per combat round so don't underestimate it. Return to the man following its defeat to complete the quest.


Killing Machine
Type G0
Attack
Killing Machine
Type G0
Hendrik
HP 431
MP 126
Lv. 44
Eleven
HP 377
MP 47
Lv. 44
Jade
HP 425
MP 106
Lv. 43
Sylvando
HP 372
MP 100
Lv. 44
GAMER GUIDES

The Type G0 is a Rare Killing Machine.

43 A Long-Lost Literary Love



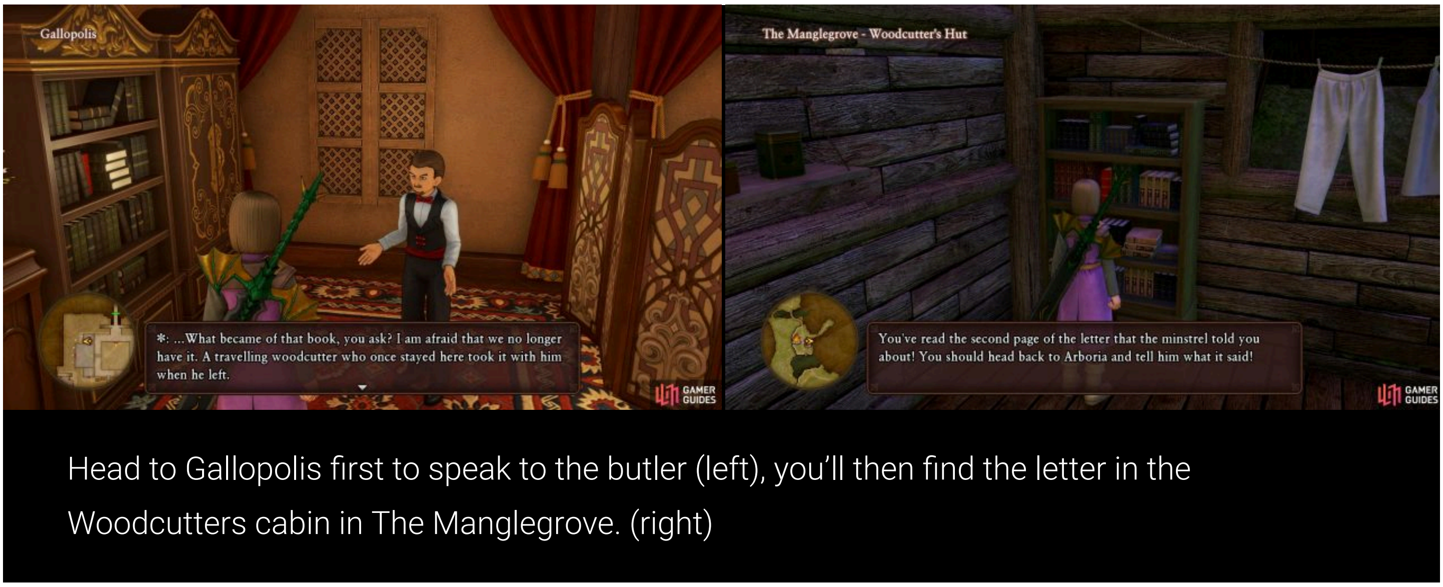
The minstrel wants you to search for the next part of the love letter he found.

You've been asked to undertake a quest.
Will you acquiesce to this request?

You’ll find the minstrel outside the Item shop (left), you need to begin your search in Gallopolis. (right)

Quest Acquisition	Reward
Act II - Arboria, man outside the Item shop	Things to Do with Metal Goo

Return to Arboria in Act II after obtain the Calamus Flute to find a minstrel outside the Item shop looking for help. He wants you to track down the missing pages of a literary masterpiece and you’ll need to begin the search in Gallopolis.



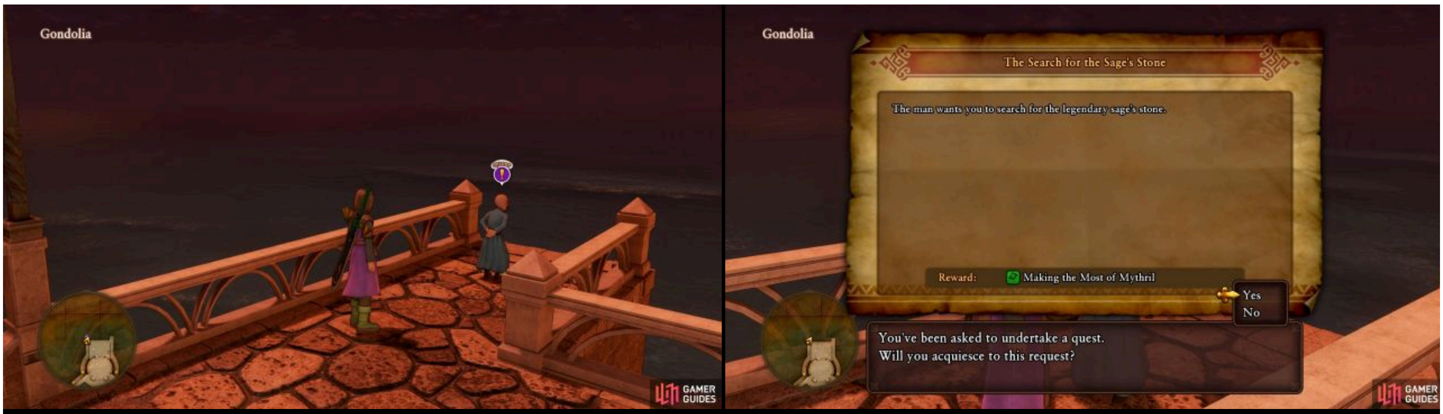
*: ...What became of that book, you ask? I am afraid that we no longer have it. A travelling woodcutter who once stayed here took it with him when he left.

You've read the second page of the letter that the minstrel told you about! You should head back to Arboria and tell him what it said!

Head to Gallopolis first to speak to the butler (left), you’ll then find the letter in the Woodcutters cabin in The Manglegrove. (right)

When you reach Gallopolis, head to the house north of the stables and head upstairs to find a butler. Upon speaking to him, you’ll learn that a Woodcutter took it with him so Zoom over to The Manglegrove and head inside the cabin to find a bookshelf with the letter inside. Return to the minstrel and inform him of your discoveries to complete the quest.

44 The Search for the Sage's Stone


Gondolia
Gondolia
The Search for the Sage's Stone
Reward:
Making the Most of Mythril
Yes
No
GAMER GUIDES

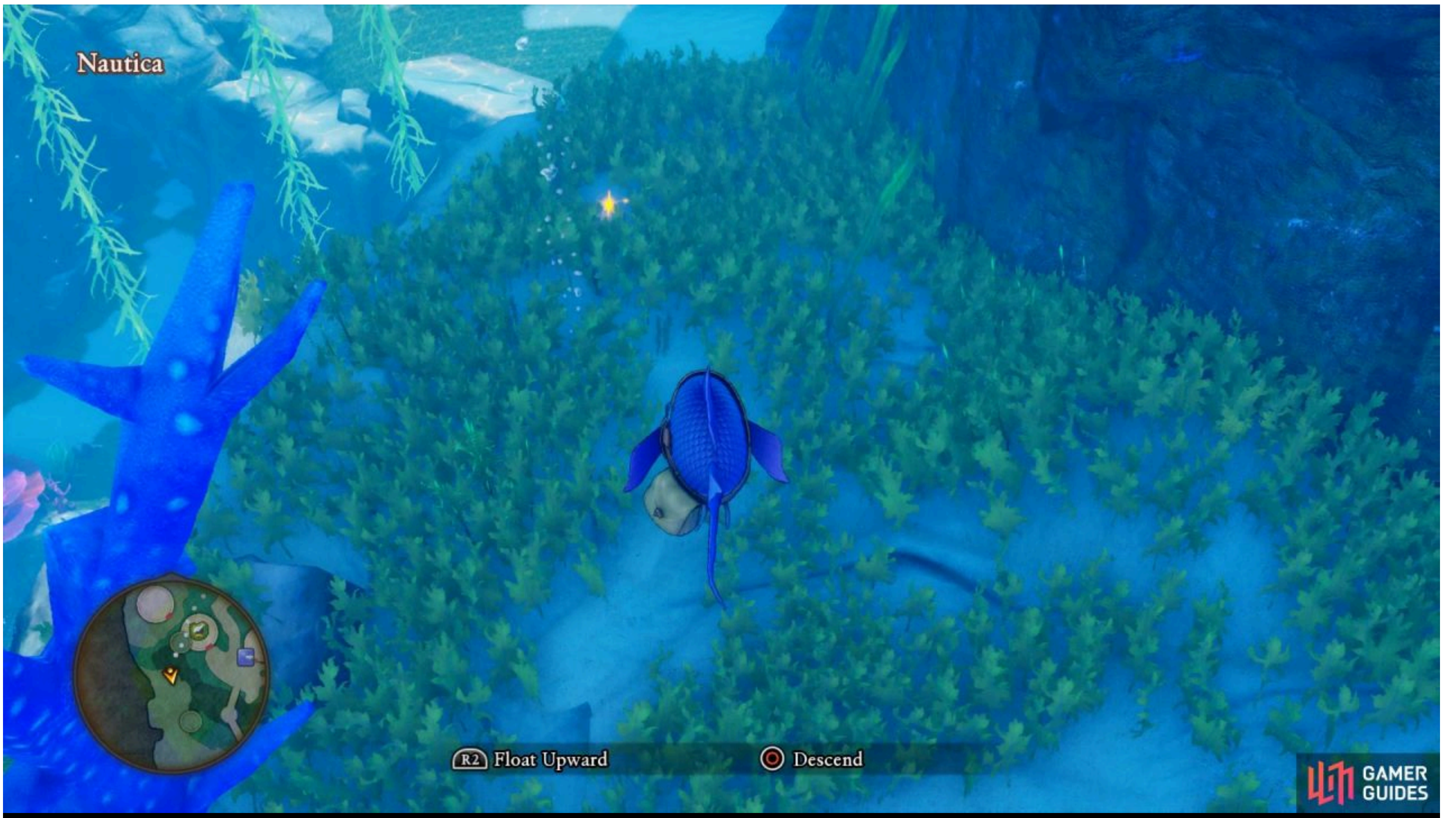
The man wants you to search for the legendary sage's stone.

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find the old man looking out to sea (left), this request will grant two rewards. (right)

Quest Acquisition	Reward
Act II - Gondolia, Old man to the northwest	Making the Most of Mythril, Sage's Stone

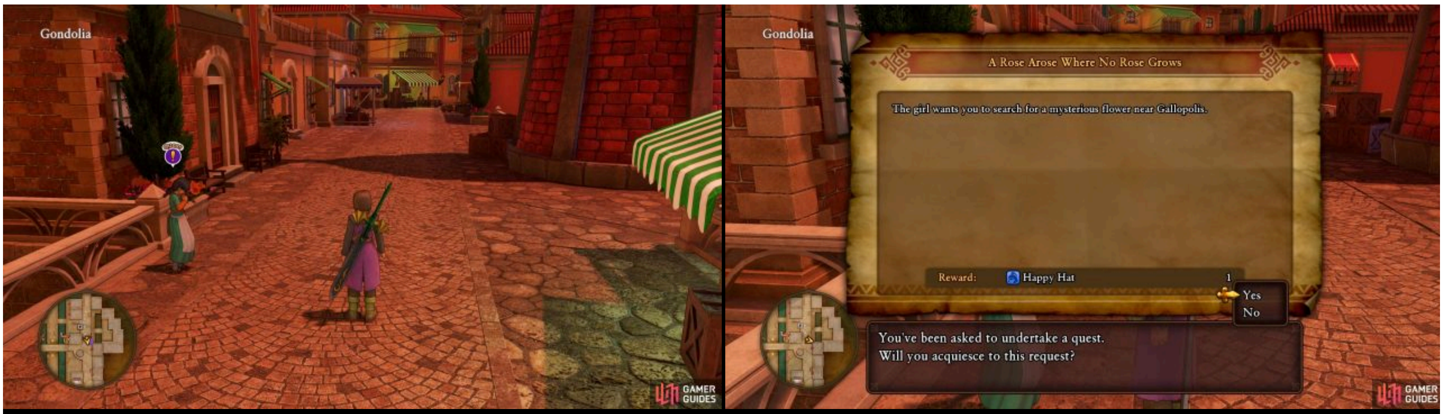
Return to Gondolia during Act II and head to the northwest to find an old man looking out to sea. He asks you to find the missing Sage's Stone that fell to the bottom of the ocean a long time ago.


Nautica
R2 Float Upward
Descend
GAMER GUIDES

Search on the cliff overlooking the Item shop to find the golden Sparkly Spot.

Zoom over to Nautica and ask the Queen to turn you into a fish, swimming high and south of the Item shop to find the golden Sparkly Spot on the cliff. Return it to the man to complete the quest who will allow you to keep the Sage’s Stone too.

45 A Rose Arose Where No Rose Grows



A Rose Arose Where No Rose Grows

The girl wants you to search for a mysterious flower near Gallopolis.

Reward: Happy Hat 1

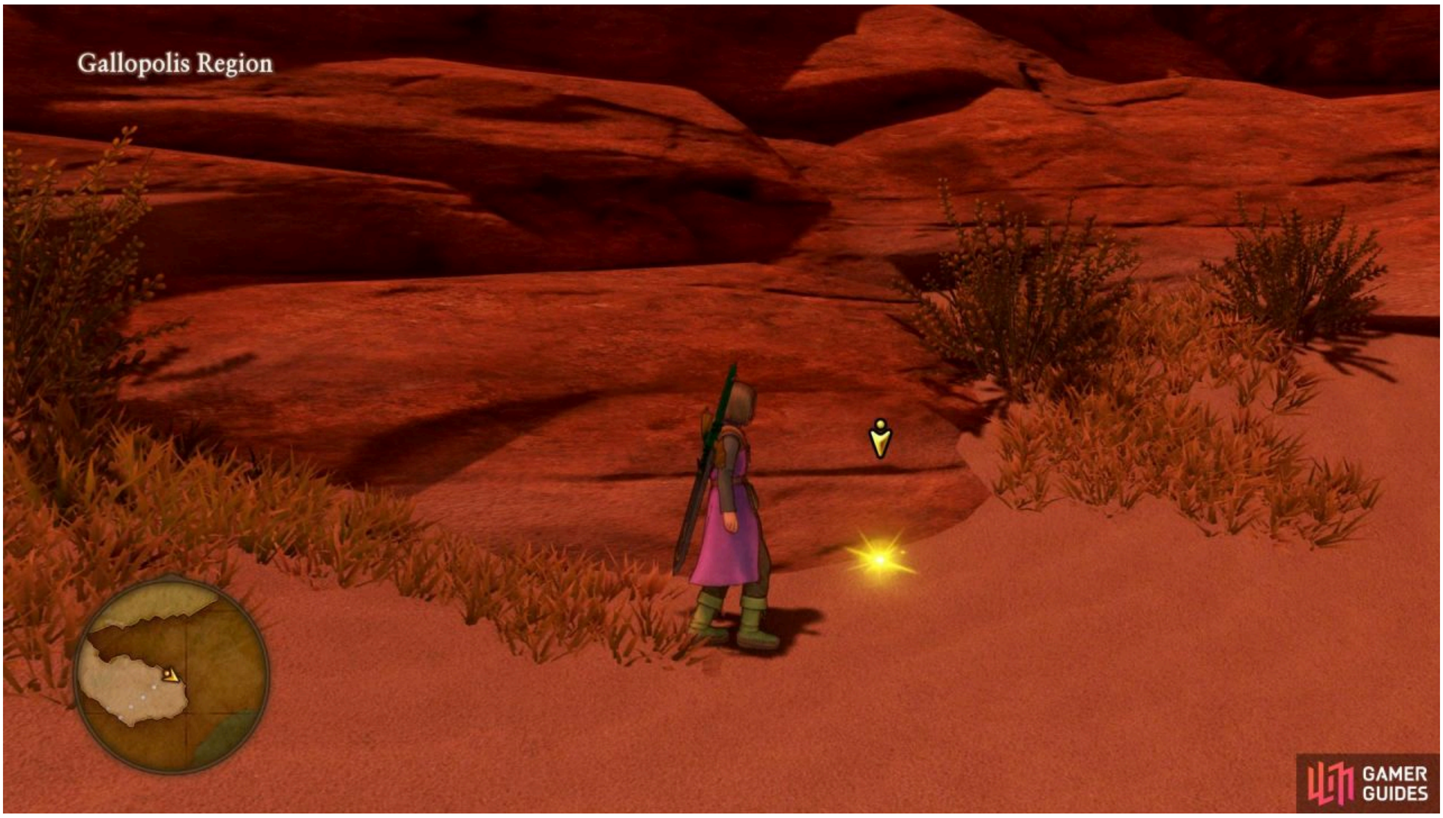
Yes
No

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find this woman on the east side of town (left), you'll need to head to Gallopolis to begin your search. (right)

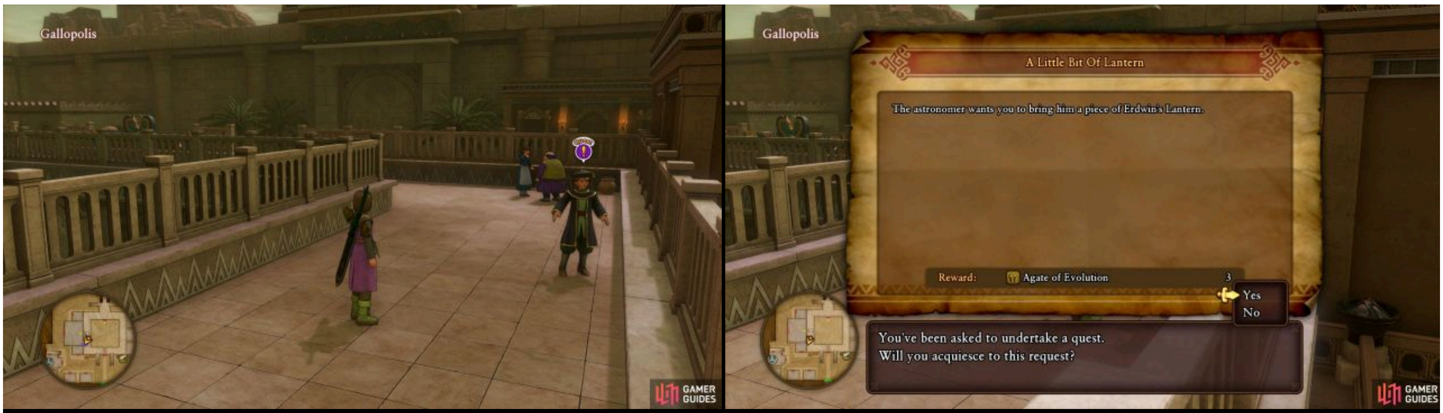
Quest Acquisition	Reward
Act II - Gondolia, Woman to the east	Happy Hat

Return to Gondolia during Act II and head to the east side of town to find a maid looking for some help. She wants you to find a special rose named the Desert Rose and return it to her. Head over to Gallopolis and search far to the south fo the city to find a golden Sparkly Spot containing the Desert Rose. Return to Gondolia and hand it over to complete the quest.



Head south of Gallopolis to find this Sparkly Spot.

46 A Little Bit of Lantern


Gallopolis
Gallopolis
Yes
No
GAMER GUIDES
GAMER GUIDES

A Little Bit Of Lantern

The astronomer wants you to bring him a piece of Erdwin's Lantern.

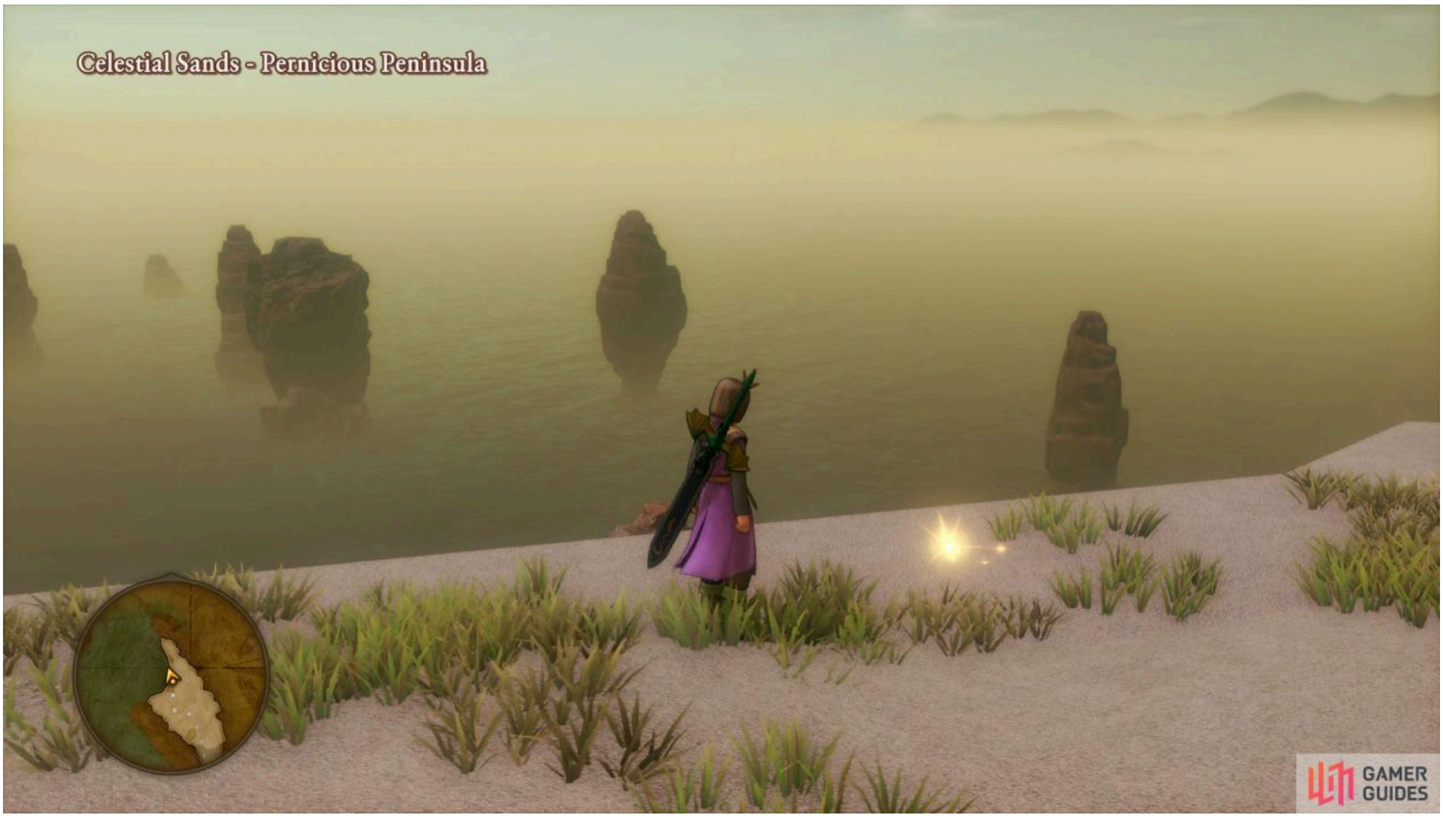
Reward: Agate of Evolution 3

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find the man south of the Palace following the events of Erdwin's Lantern (left), you'll find the item nearby. (right)

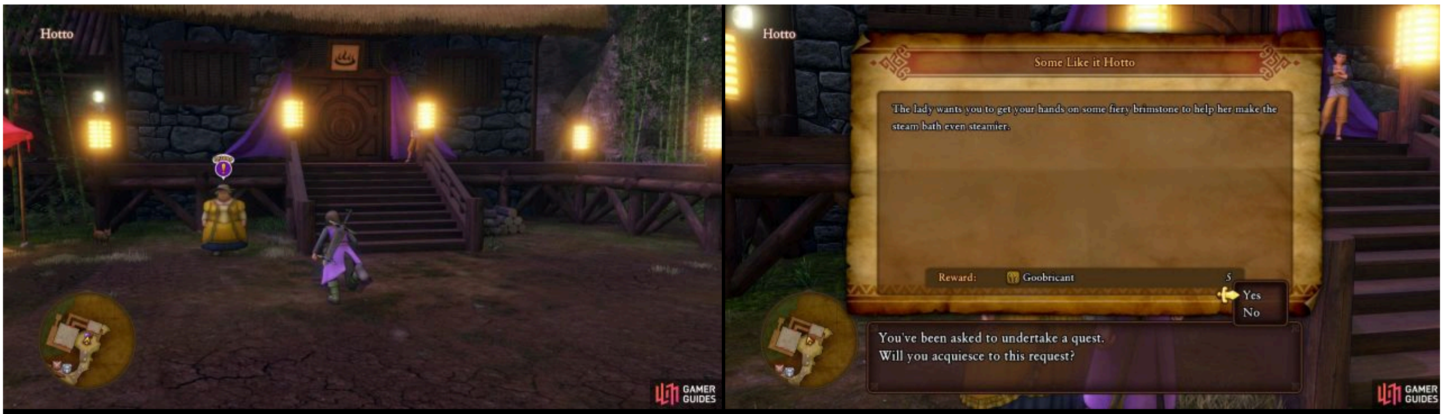
Quest Acquisition	Reward
Act II - Gallopolis, Man south of the Palace	Agate of Evolution x3

Return to Gallopolis after the destruction of Erdwin's Lantern during Act II to find a scholar south of the Palace. He wants you to obtain piece from the Lantern and return it to him. Zoom over to the North Campsite in the Gallopolis Region and search where you defeated the Slayer of the Sands to find a golden Sparkly Spot. Return to the scholar and hand it over to complete the quest.


Celestial Sands - Pernicious Peninsula
GAMER GUIDES

Search along the cliff where you fought the Slayer of the Sands.

47 Some Like it Hotto



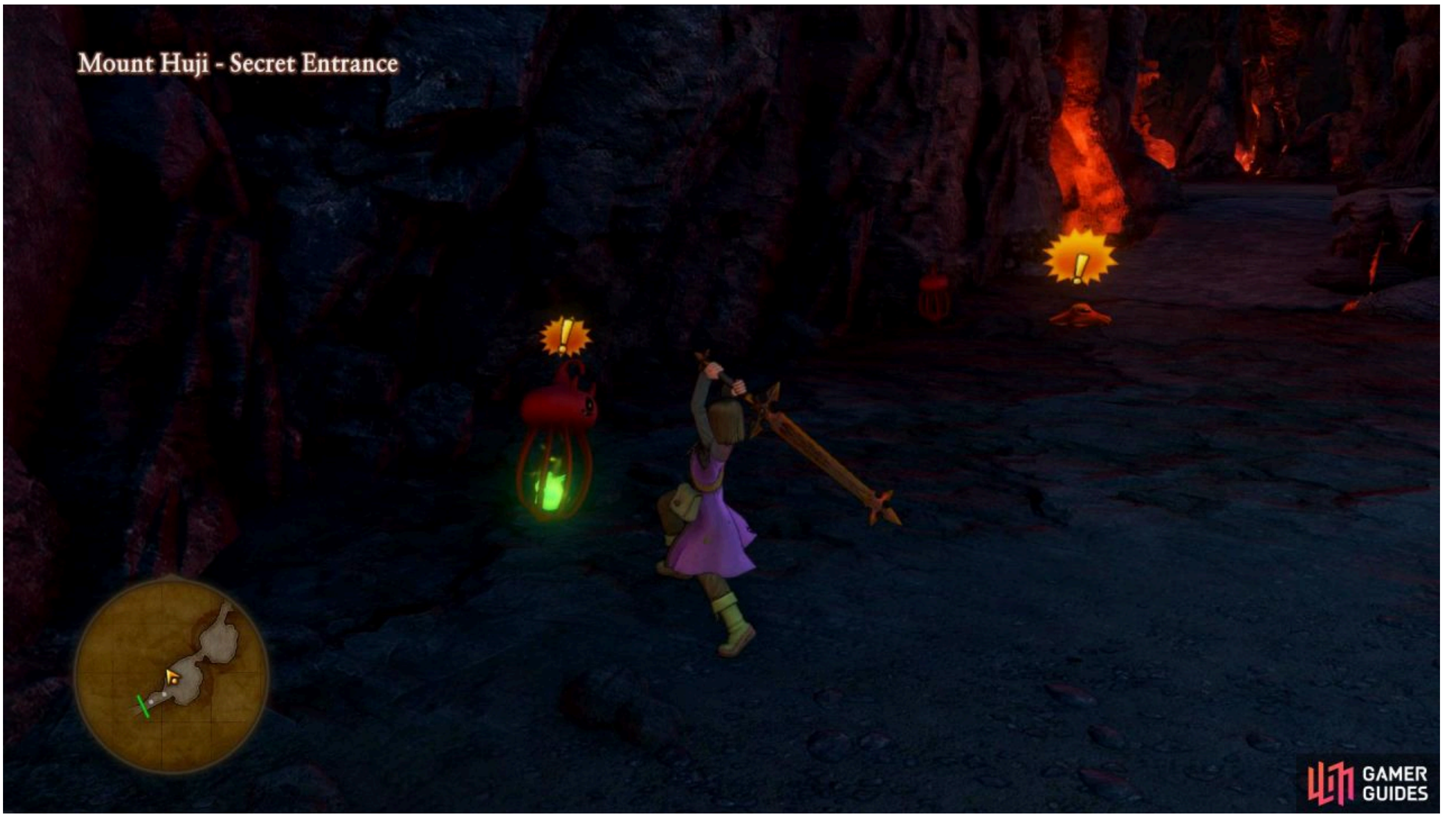
The lady wants you to get your hands on some fiery brimstone to help her make the steam bath even steamier.

You've been asked to undertake a quest.
Will you acquiesce to this request?

Speak to the woman outside the Steam Baths (left), you'll need to track down a Lava Lampling. (right)

Quest Acquisition	Reward
Act II - Hotto, Woman outside the Steam Baths	Goobricant x5

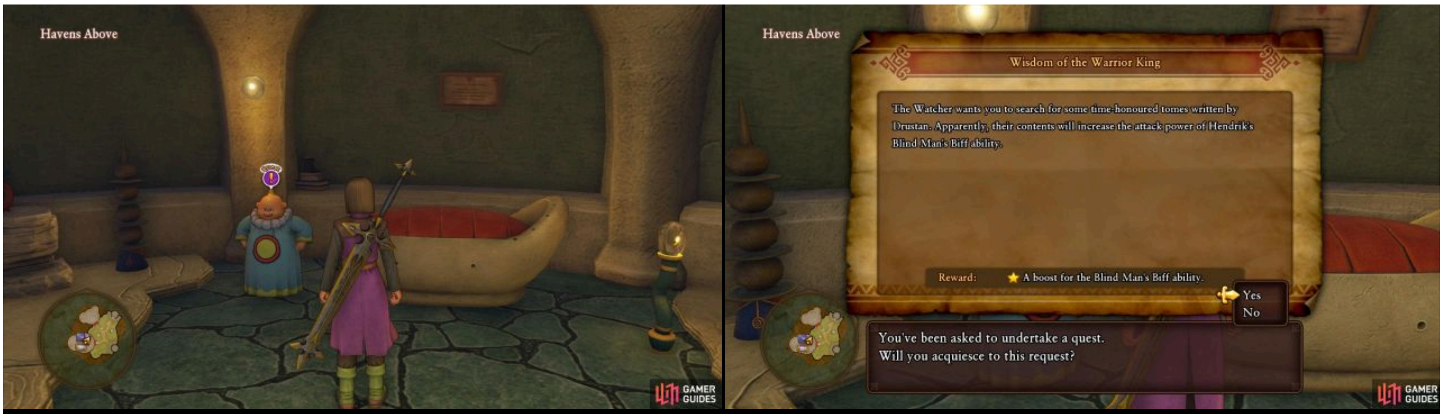
Head to Hotto in Act II to find a woman standing outside the Steam Baths and agree to help her. She wants you to find her a Fiery Brimstone for her steam bath. Make your way to Mount Huji and head through the hideout to the secret entrance where you'll find many Lava Lamplings. Simply defeat one to obtain the Fiery Brimstone and return it to the woman to complete the quest.



You’ll find many Lava Lamplings in Mount Huji’s secret entrance.

Quest Catalogue » Quests 41-50

48 Wisdom of the Warrior King



The Watcher wants you to search for some time-honoured tomes written by Drustan. Apparently, their contents will increase the attack power of Hendrik's Blind Man's Biff ability.

Reward: ★ A boost for the Blind Man's Biff ability.

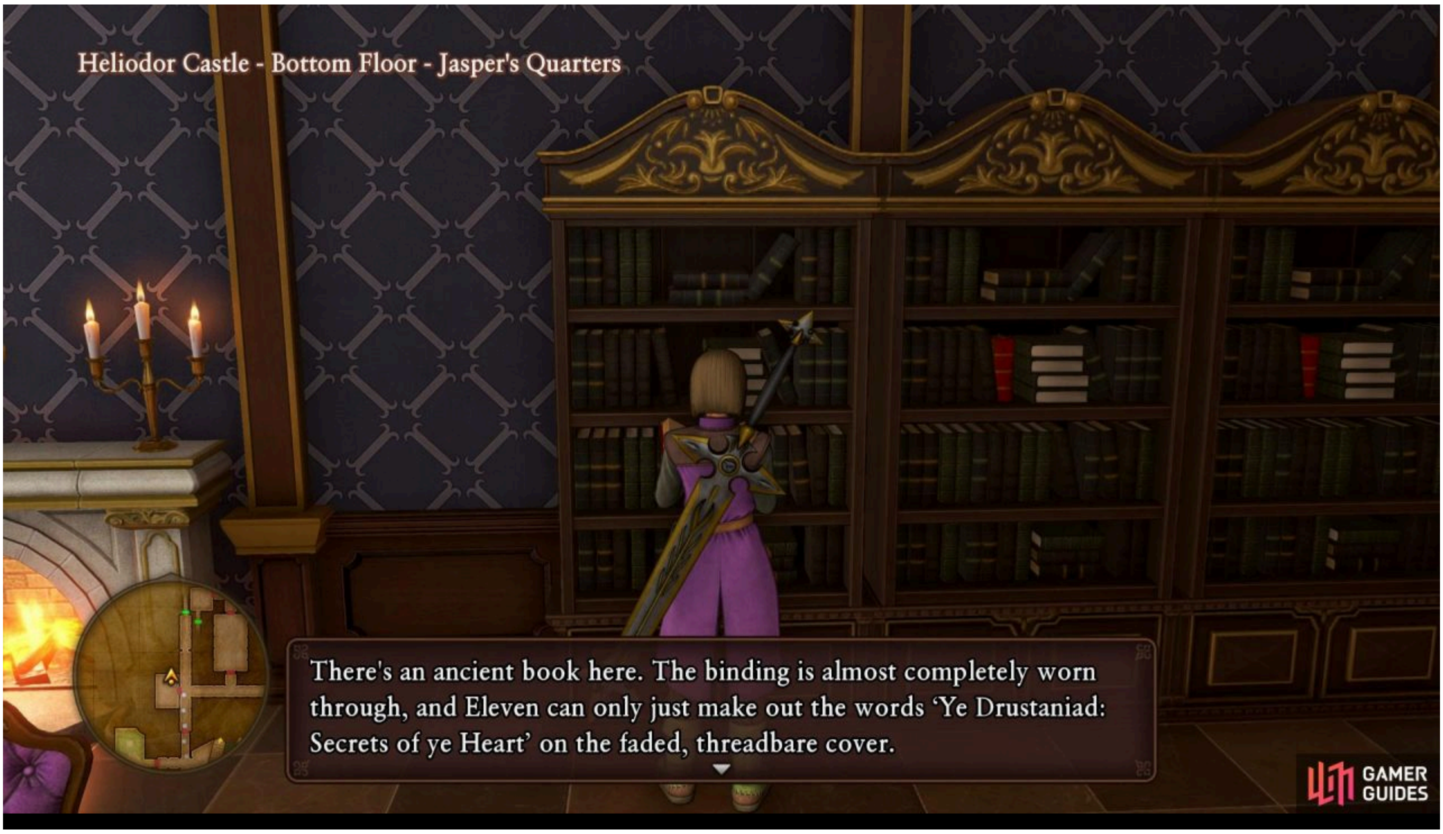
Yes
No

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find the Watcher inside the Inn of Havens Above (left), you'll need to track down four Tomes across Erdrea. (right)

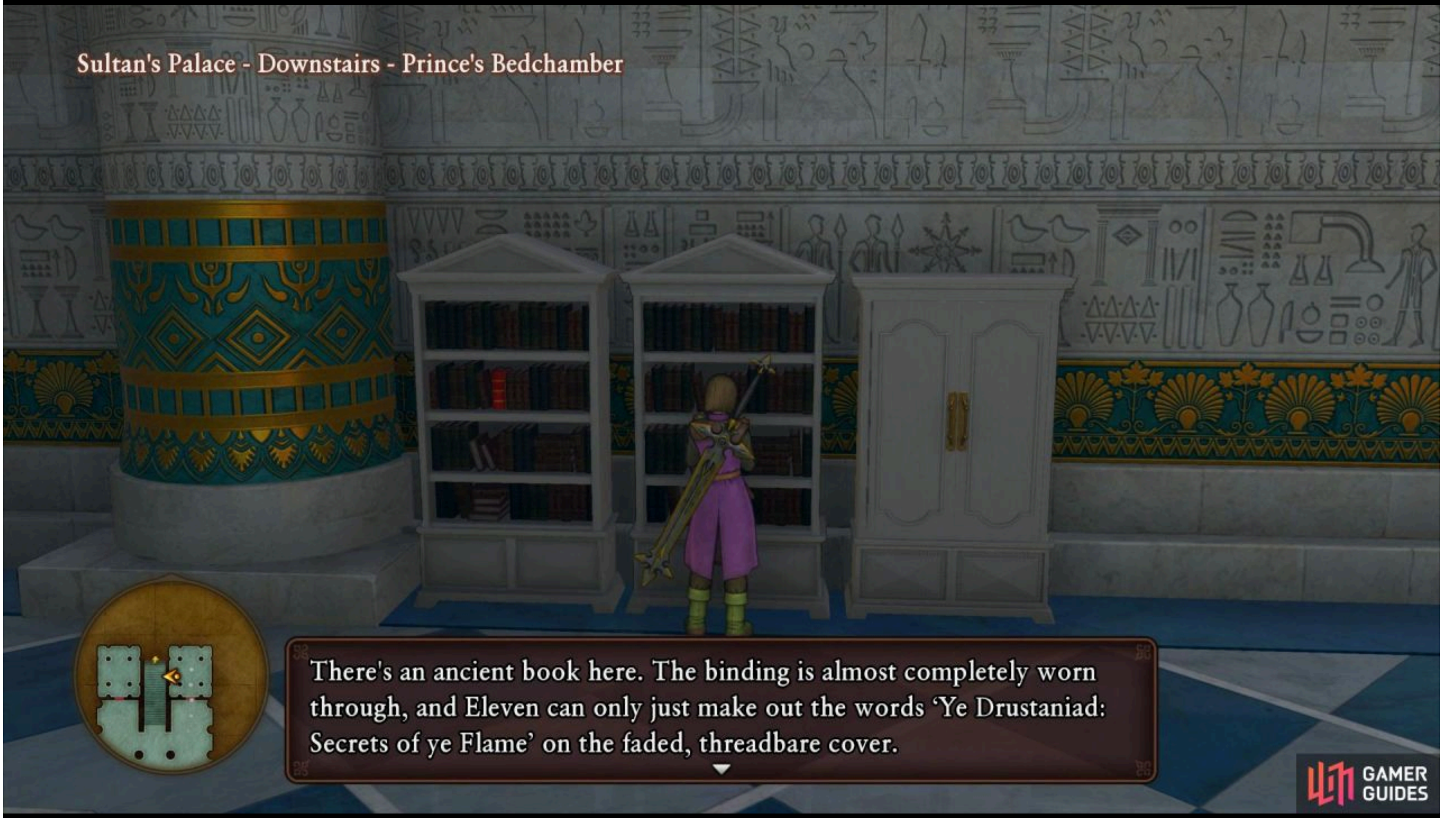
Quest Acquisition	Reward
Act III - Havens Above, Watcher inside the Inn	Upgrade to Hendrick's Blind Man's Biff Ability

Head to Havens Above in Act III and head to the Inn to find a Watcher looking for some missing Tomes written by Drustan himself. You're to travel all across Erdrea to find these four tomes stashed on certain bookshelves.



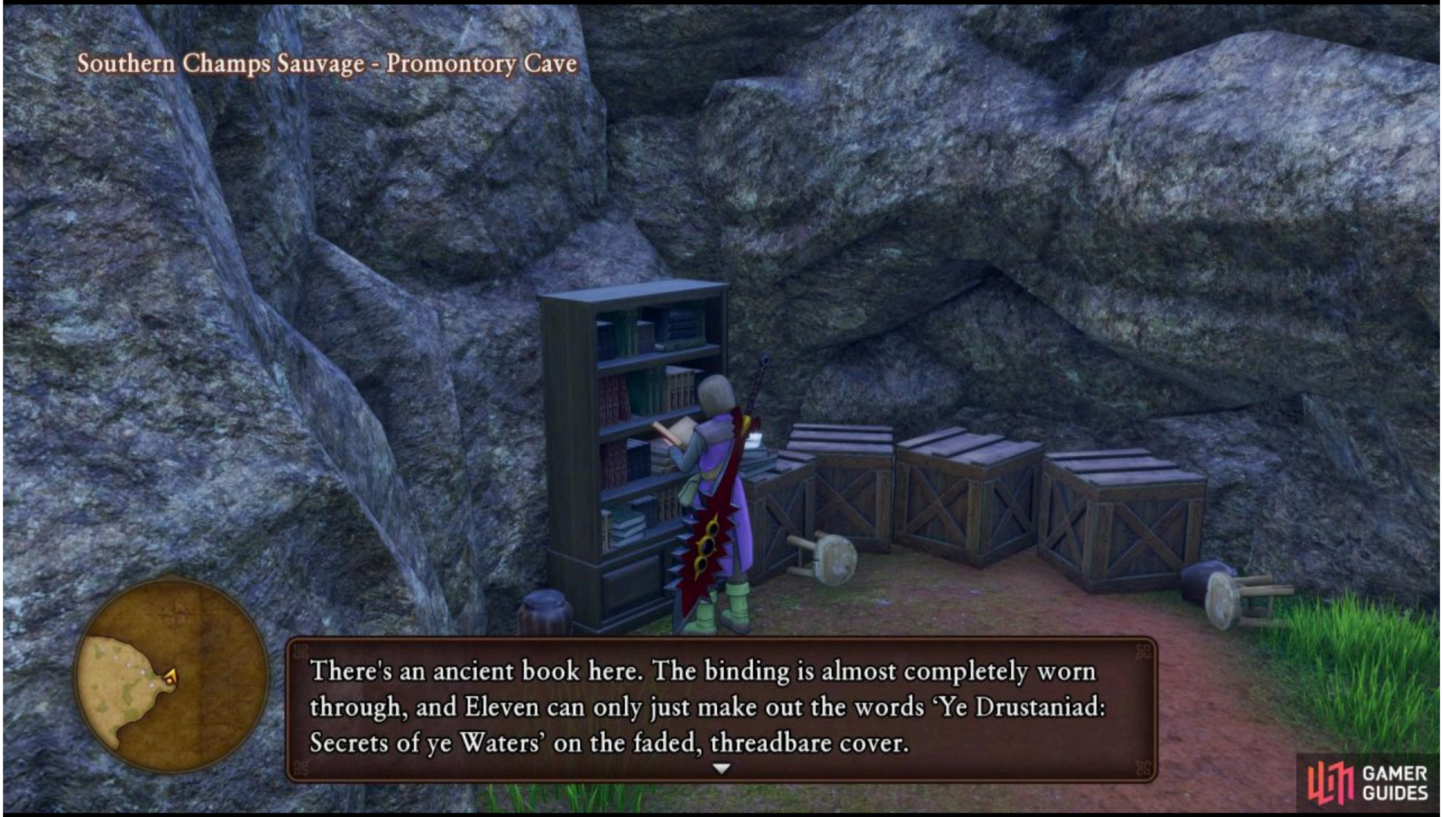
There's an ancient book here. The binding is almost completely worn through, and Eleven can only just make out the words 'Ye Drustaniad: Secrets of ye Heart' on the faded, threadbare cover.

① Jasper’s Quarters for Tome 1


Sultan's Palace - Downstairs - Prince's Bedchamber

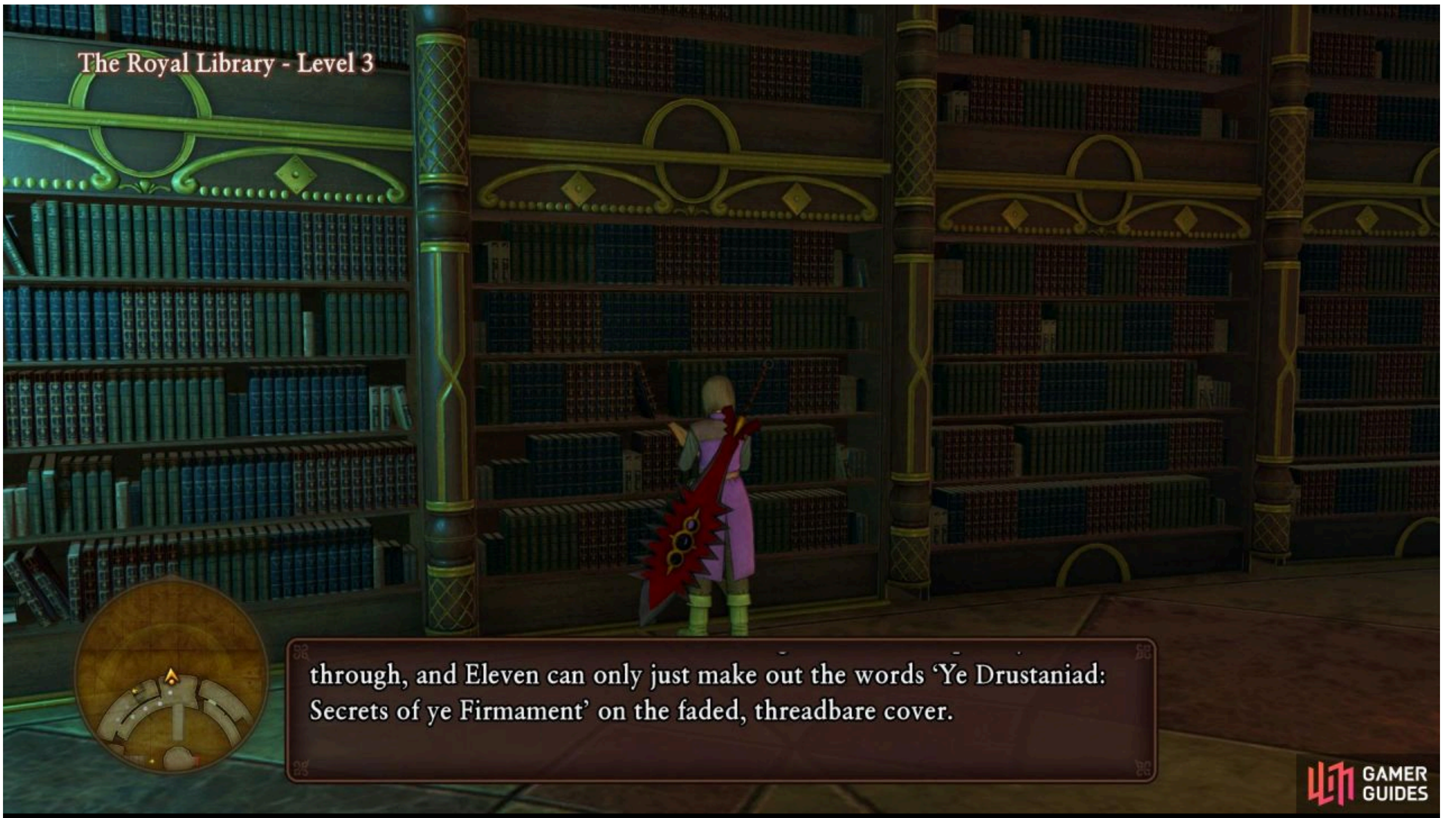
There's an ancient book here. The binding is almost completely worn through, and Eleven can only just make out the words ‘Ye Drustaniad: Secrets of ye Flame’ on the faded, threadbare cover.

② Prince Faris’ Bedchamber for Tome 2


Southern Champs Sauvage - Promontory Cave

There's an ancient book here. The binding is almost completely worn through, and Eleven can only just make out the words ‘Ye Drustaniad: Secrets of ye Waters’ on the faded, threadbare cover.

③ Promontory Cave south of Phnom Nonh for Tome 3

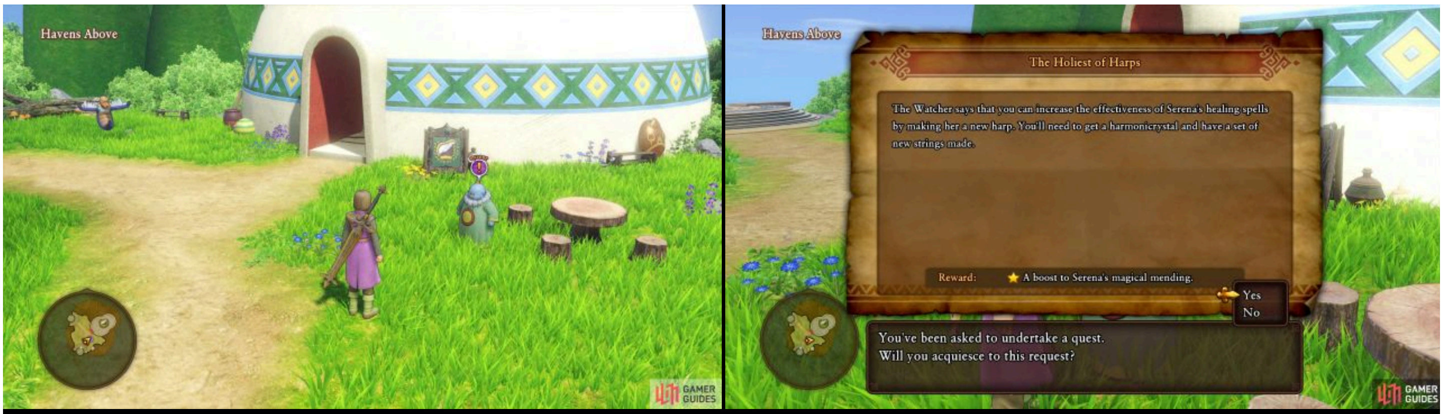


through, and Eleven can only just make out the words 'Ye Drustaniad: Secrets of ye Firmament' on the faded, threadbare cover.

④ while the final Tome is on Level 3 of the Royal Library.

You'll find the first in Jasper's Quarters back in Heliodor Castle, the second is in Prince Faris' Bedchamber in Gallopolis, the third can be found in Promontory Cave to the south of Phnom Nonh and the final Tome is located on Level 3 of the Royal Library.

49 The Holiest of Harps



The Holiest of Harps

The Watcher says that you can increase the effectiveness of Serena's healing spells by making her a new harp. You'll need to get a harmonicrystal and have a set of new strings made.

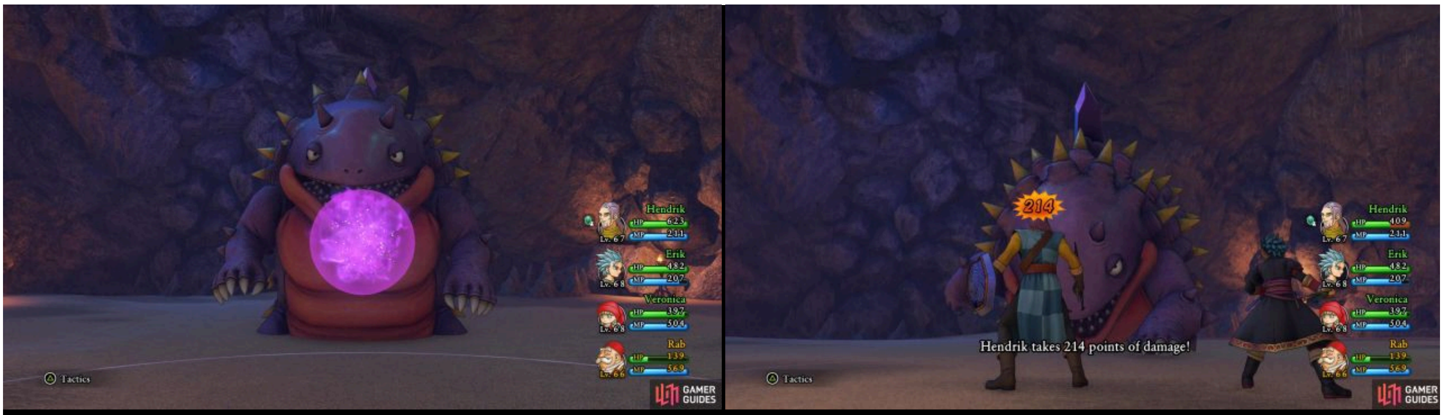
Reward: ★ A boost to Serena's magical mending.

You've been asked to undertake a quest.
Will you acquiesce to this request?

Search outside the shop to find this quest giver (left), you'll need to defeat a difficult enemy. (right)

Quest Acquisition	Reward
Act III - Havens Above, Watcher outside the shop	Serena's Magical Mending + 100

Head to Havens Above in Act III and look outside the shop to find a Watcher with a quest. The Watcher wants you to head to the Battleground and find a rare mineral known as a Harmonicrystal so it can upgrade Serena's Harp. You'll want to be at least Level 60 before heading there, the monsters in the Battleground itself provides plenty of Exp.



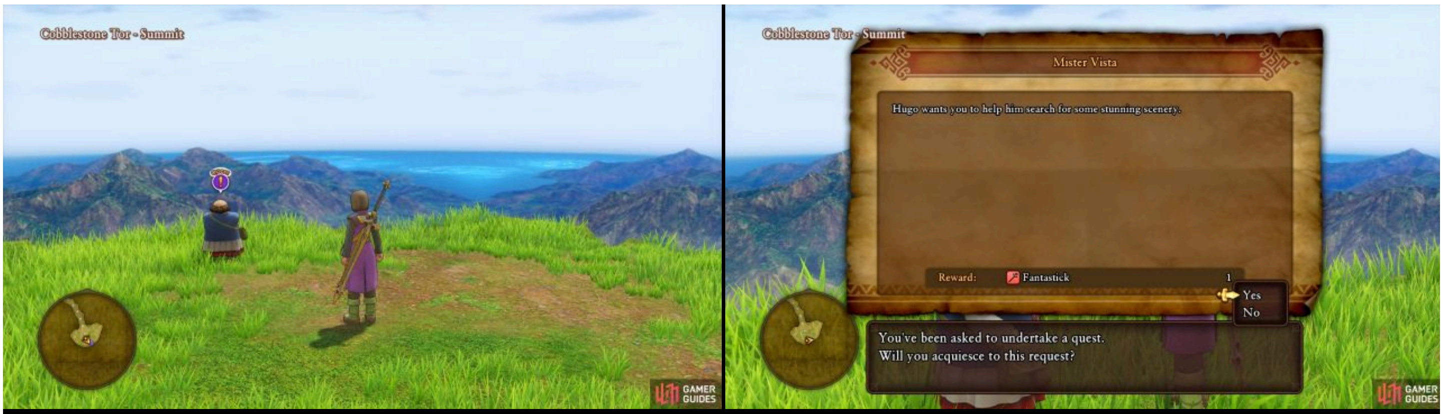
Hendrik takes 214 points of damage!

The Snub effect blocks all magic (left), it's regular attacks hit hard if you're not Buffed up. (right)

Head down to B9 by way of the Camp and make sure you're fully recovered before heading through the Ultimate Key door. The Crystalotl is a fearsome monster and can kill you easily if you underestimate it. Magic is useless due to the Snub magic it casts so resort to using Re-Vamped Multifeet from Jade, Sword Dance with the Hero and Erik's Victimiser under the effects of Divide. Be sure to use Hendrick to tank the boss with Immense Defense + Forbearance. Upon it’s defeat you’ll obtain the Harmonicrystal, deliver it to the Watcher to complete the quest and get a large stat boost for Serena.

Quest Catalogue » Quests 41-50

50 Mister Vista



Mister Vista

Hugo wants you to help him search for some stunning scenery.

Reward: Fantastick 1

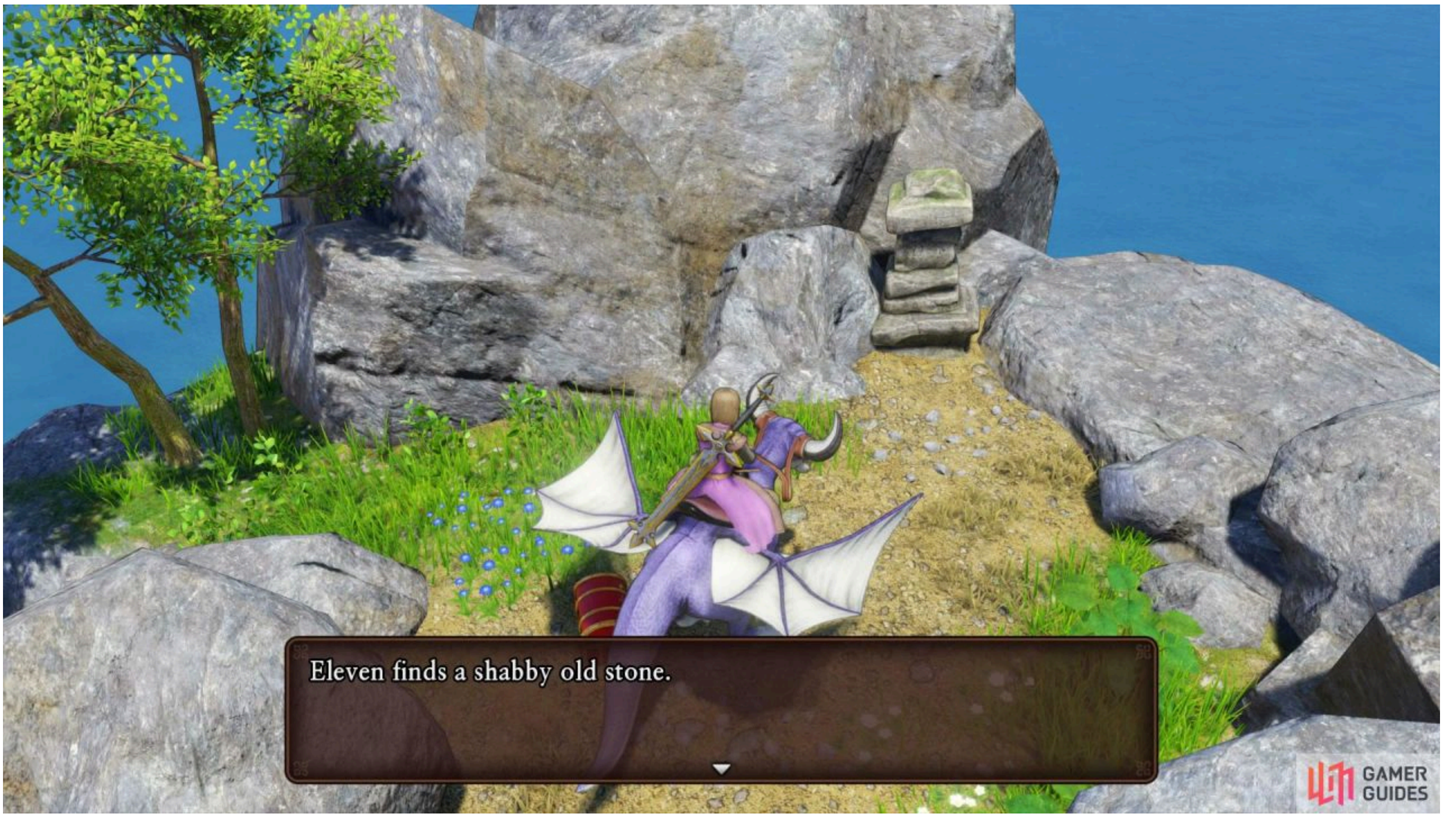
Yes
No

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find this man on the peak of Cobblestone Tor (left), he'll task you with finding another peak like this one. (right)

Quest Acquisition	Reward
Act III - Cobblestone Tor, man on the top of the mountain	Fantastick

Return to Cobblestone Tor during Act III to find a man has climbed to the top of the mountain. Speak to him to learn that he's looking for a specific location. Sail to Insula Centralis (by way of the northern Vortex of Light) and mount a Malicious Dragooner to access the skies. Fly to the highest peak to the find a marker stone and then return to the man to complete the quest.



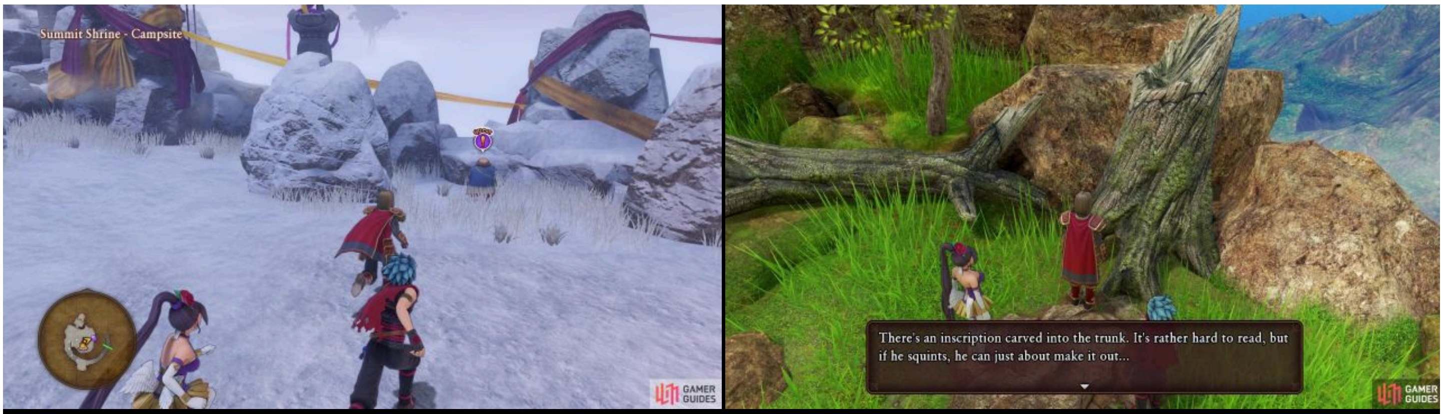
Eleven finds a shabby old stone.

Fly to the highest peak on Insula centralis to find the marker.

Definitive Edition

Quest Acquisition	Reward
Act III - Mount Pang Lai - Summit	Fantastick

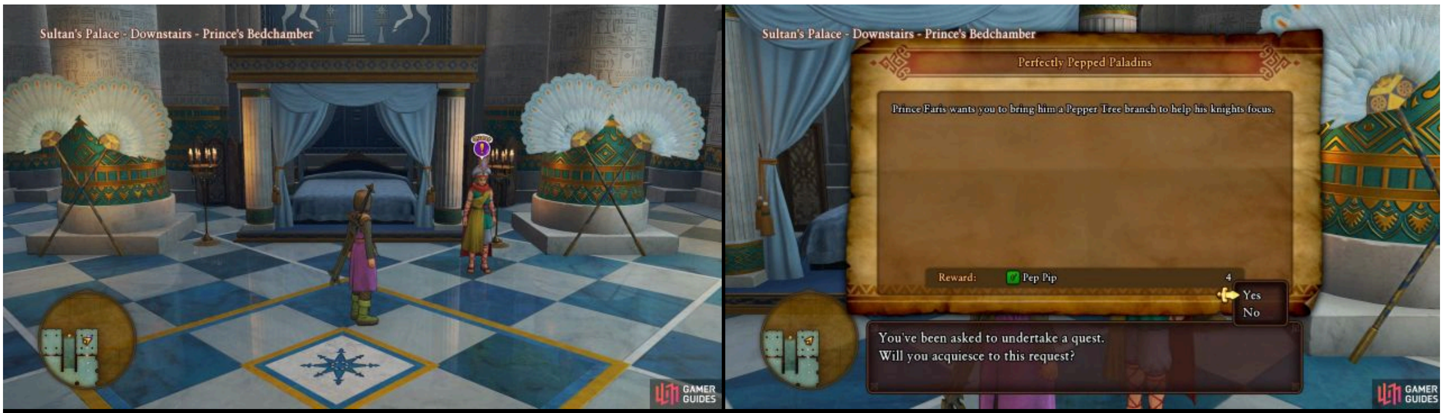
In the Definitive Edition version of the game, this quest will start in a different spot and also have you going to a different location for the NPC. During the final part of the game, head to the Summit of Mount Pang Lai to find the questgiver. While you went to Insula Centralis in the original version of the quest, you don’t need to use your boat to reach the new location. Instead, head to very top of Cobblestone Tor and check the large trunk for the inscription you need. Once you reach the inscription, return to the questgiver to finish.



There’s an inscription carved into the trunk. It’s rather hard to read, but if he squints, he can just about make it out...

You will find the new location of the questgiver on Mount Pang Lai (left), The inscription is on this tree on the top of Cobblestone Tor (right)

51 Perfectly Pepped Paladins


Sultan's Palace - Downstairs - Prince's Bedchamber
Sultan's Palace - Downstairs - Prince's Bedchamber
Perfectly Pepped Paladins
Reward:
Pep Pip
4
Yes
No
GAMER GUIDES
GAMER GUIDES

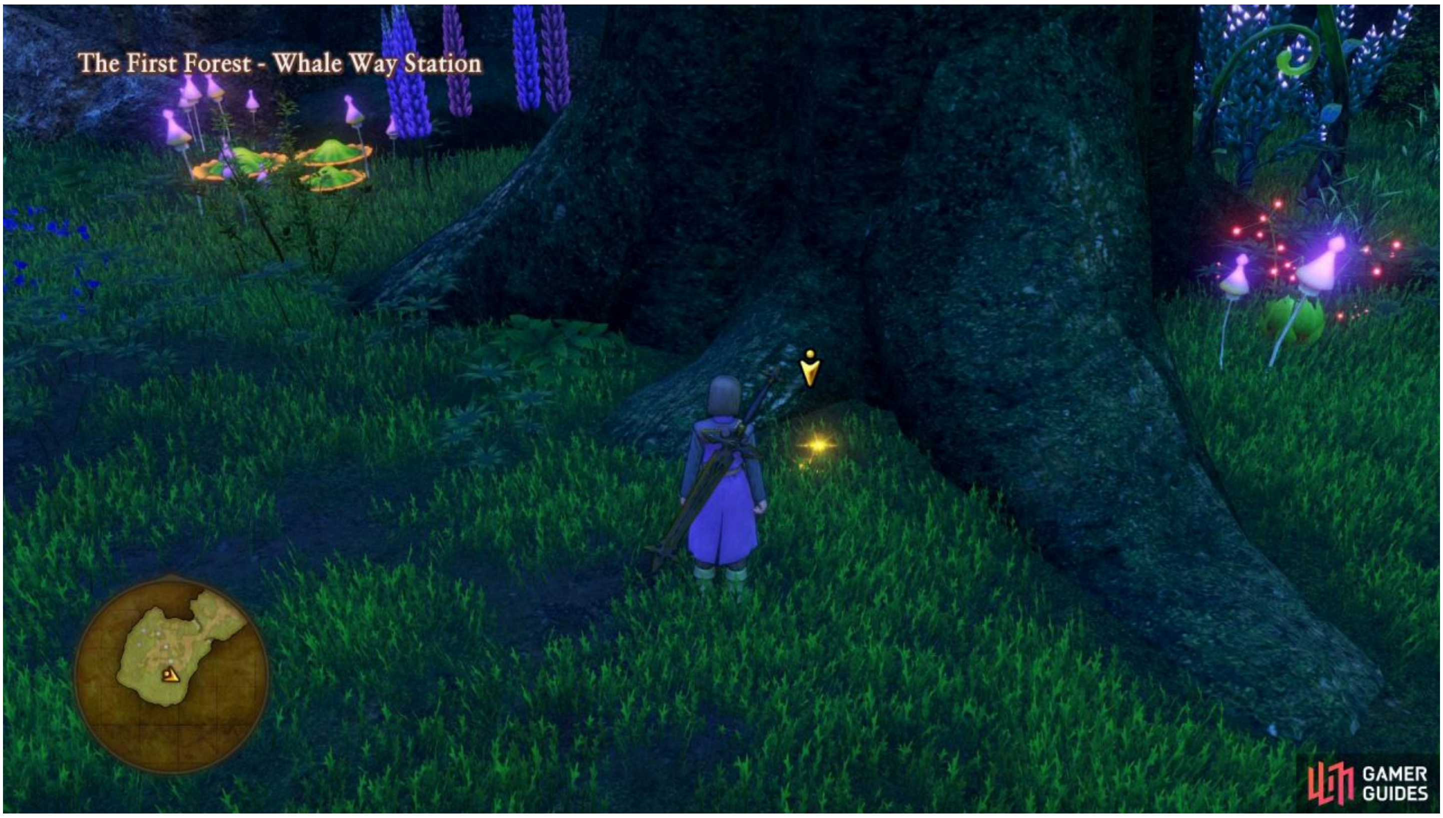
Prince Faris wants you to bring him a Pepper Tree branch to help his knights focus.

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find Prince Faris in his Bedchamber (left), the reward is a very useful four Pep Pips. (right)

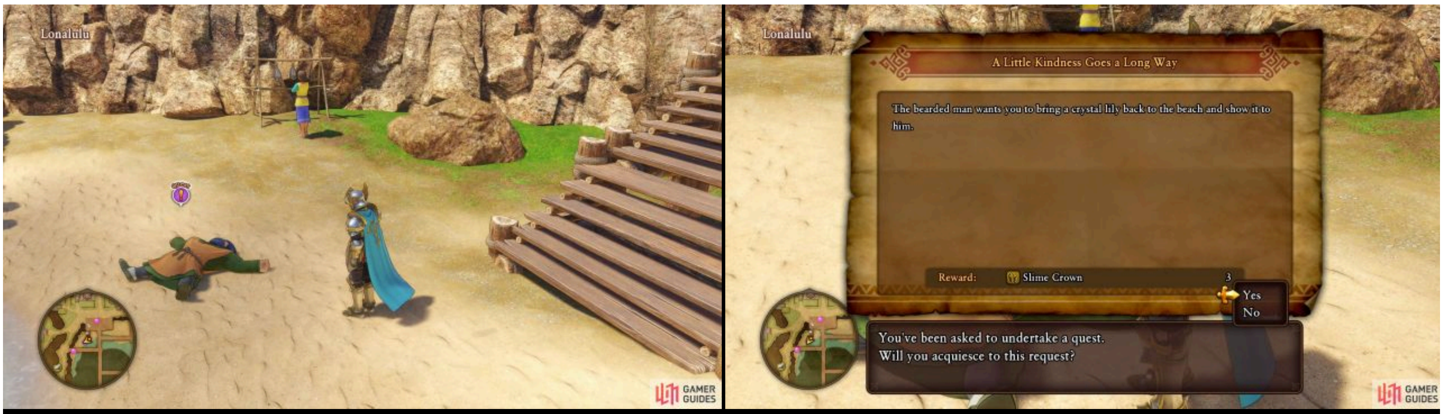
Quest Acquisition	Reward
Act III - Gallopolis, Prince Faris in his Bedchamber	Pep Pip x4

Return to Gallopolis during Act III and head to Prince Faris' Bedchamber to find him looking for some assistance. He wants you to track down a Pepper Tree Branch to help Pep up his Paladins. Fly Cetaceca to the First Forest Whale Way Station and search under the large tree to the south to find the golden Sparkly Spot.


The First Forest - Whale Way Station
GAMER GUIDES

Search under the large tree to the south of the Whale Way Station.

52 A Little Kindness Goes a Long Way


Lonalulu
Lonalulu
A Little Kindness Goes a Long Way
Reward:
Slime Crown
3
Yes
No
GAMER GUIDES
GAMER GUIDES

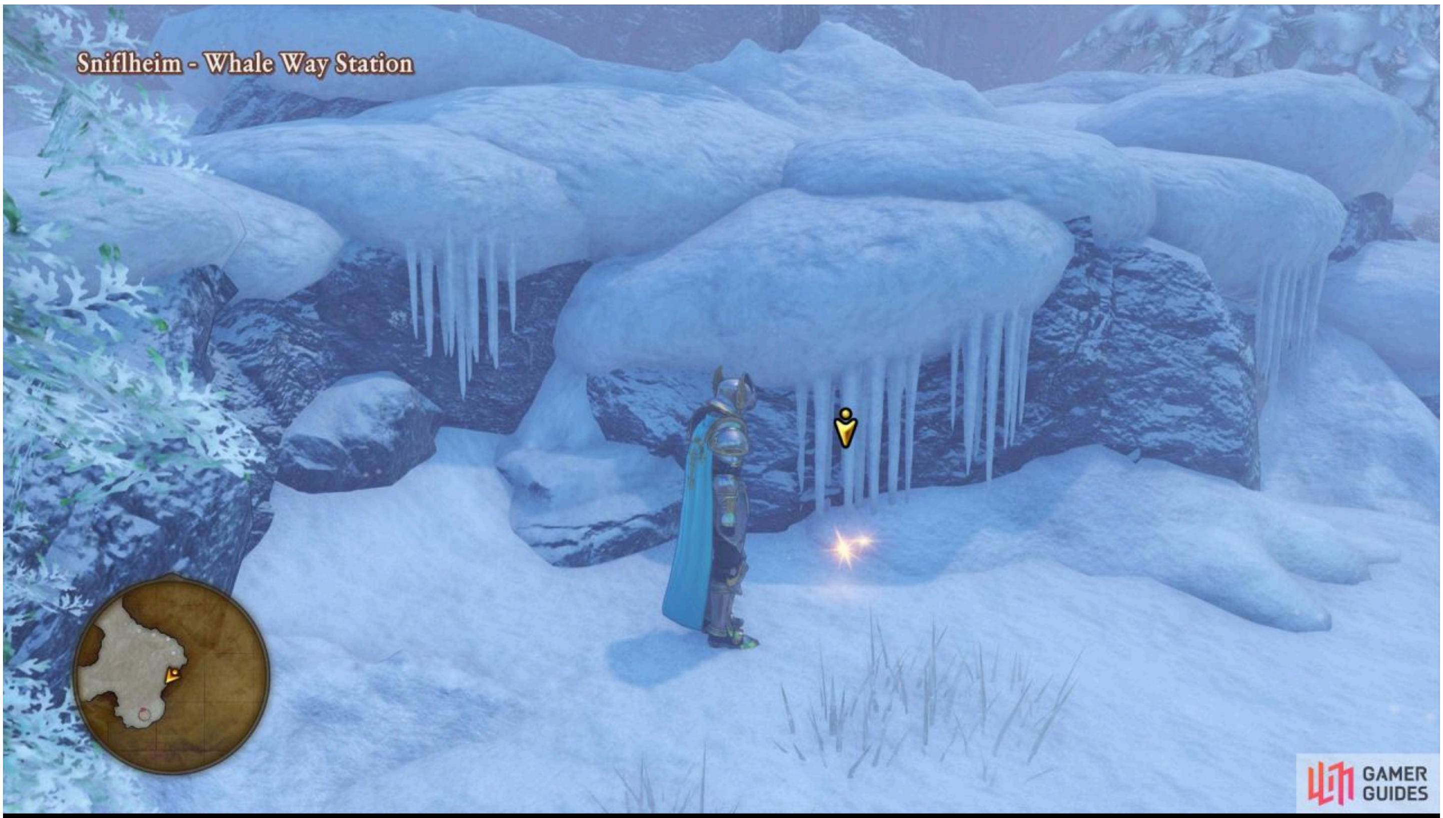
The bearded man wants you to bring a crystal lily back to the beach and show it to him.

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find this man on the beach (left), you'll need to track down a Crystal Lily. (right)

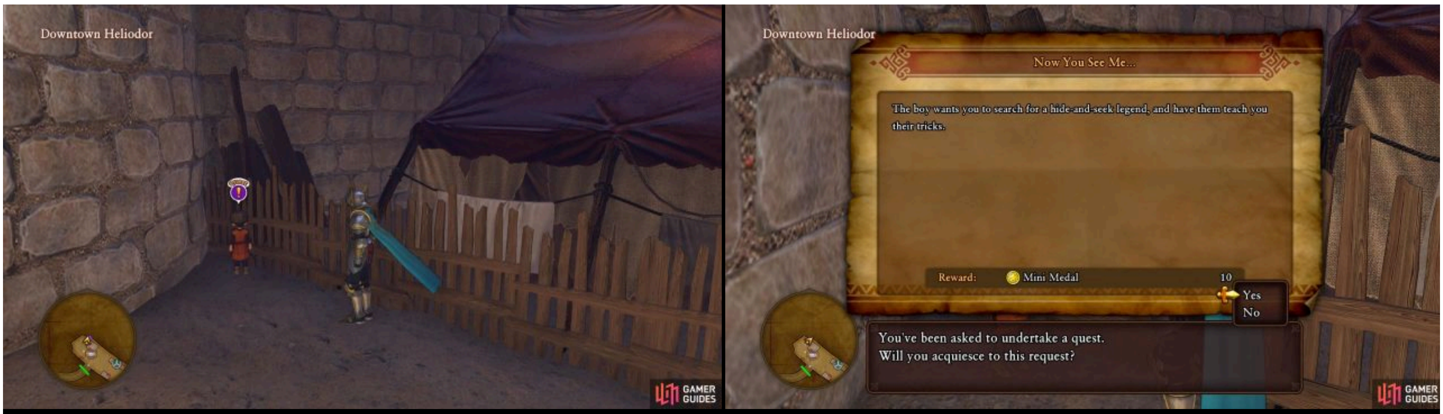
Quest Acquisition	Reward
Act III - Lonalulu, man on the beach	Slime Crown x3

Return to Lonalulu during Act III to find a man flat out on the beach. After speaking to him, you learn that he is looking for a Crystal Lily. Fly Cetacea over to the Sniflheim Whale Way Station and search to the southeast to find a golden Sparkly Spot containing the Crystal Lily. Return to the man in Lonalulu to pass his test and complete the quest.


Sniflheim - Whale Way Station
GAMER GUIDES

You'll find the Crystal Lily to the southeast of the Whale Way Station.

53 Now You See Me...


Downtown Heliodor
Downtown Heliodor
Yes
No
GAMER GUIDES
GAMER GUIDES

Now You See Me...

The boy wants you to search for a hide-and-seek legend, and have them teach you their tricks.

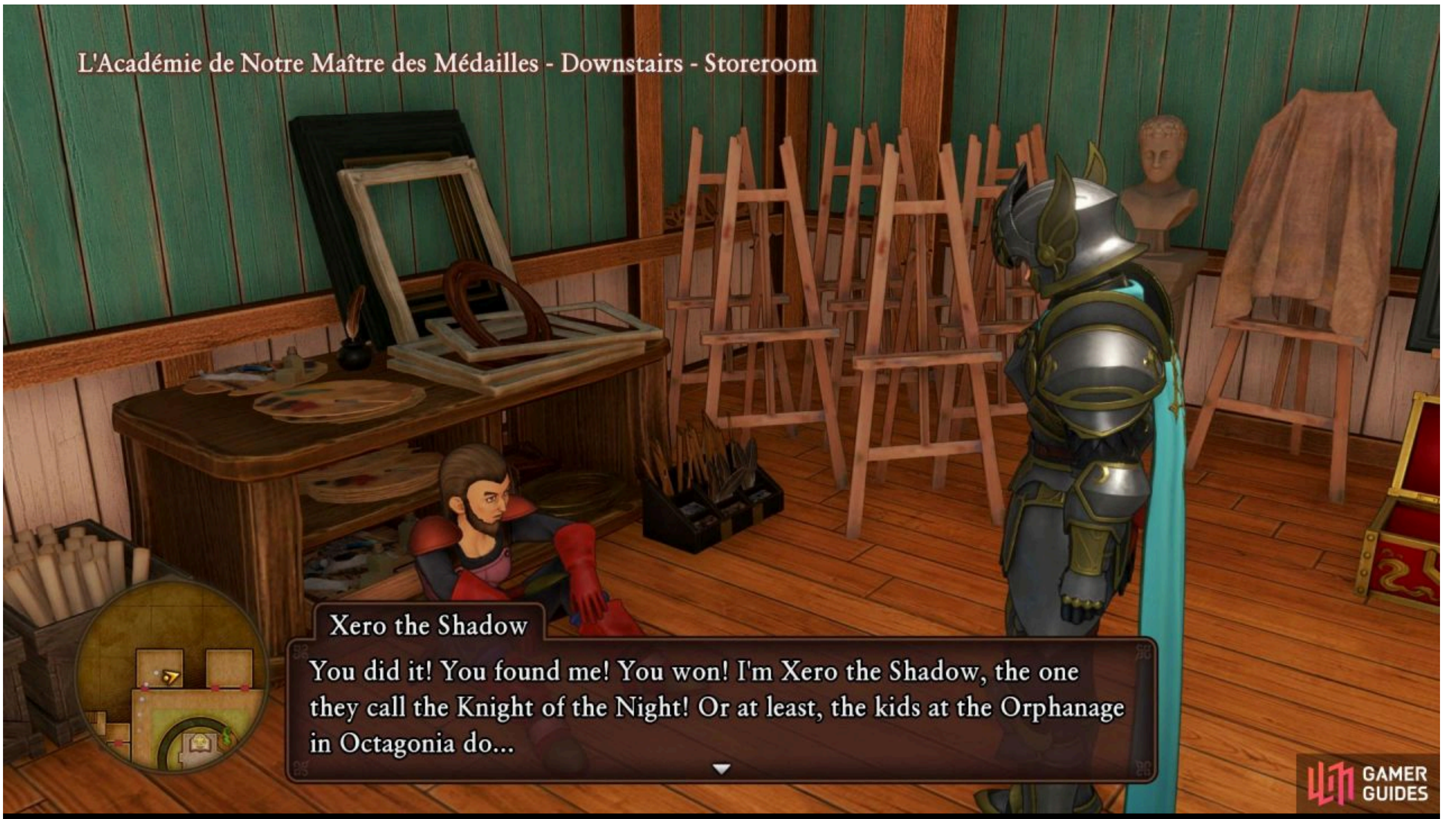
Reward: Mini Medal 10

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find this boy in Downtown Heliodor (left), you'll need to help him with his hide and seek game. (right)

Quest Acquisition	Reward
Act III - Downtown Heliodor, boy in the western corner	Mini Medal x10

Return to Downtown Heliodor during Act III to find a boy in the western corner playing hide and seek. Agree to help him find his target and then Zoom to L'Academie and search in the Magic Key door to find Xero from Octagonia. Return to the boy to deliver the meaning of hide and seek to complete the quest.

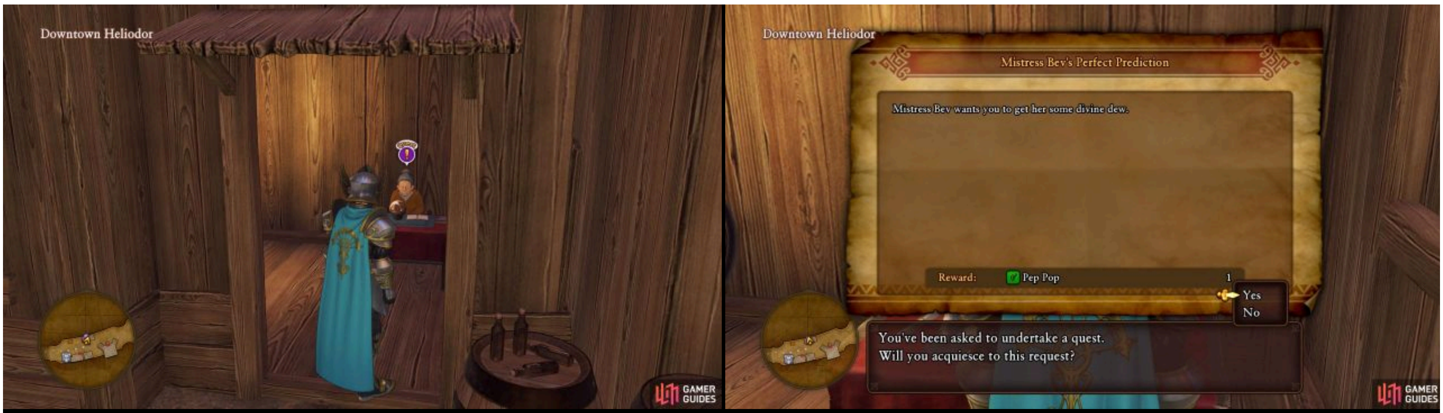

L'Académie de Notre Maître des Médailles - Downstairs - Storeroom
GAMER GUIDES

Xero the Shadow

You did it! You found me! You won! I'm Xero the Shadow, the one they call the Knight of the Night! Or at least, the kids at the Orphanage in Octagonia do...

You'll find Xero hiding in the Magic Key door in L'Academie.

54 Mistress Bev's Perfect Prediction



Mistress Bev's Perfect Prediction

Mistress Bev wants you to get her some divine dew.

Reward: Pep Pop 1

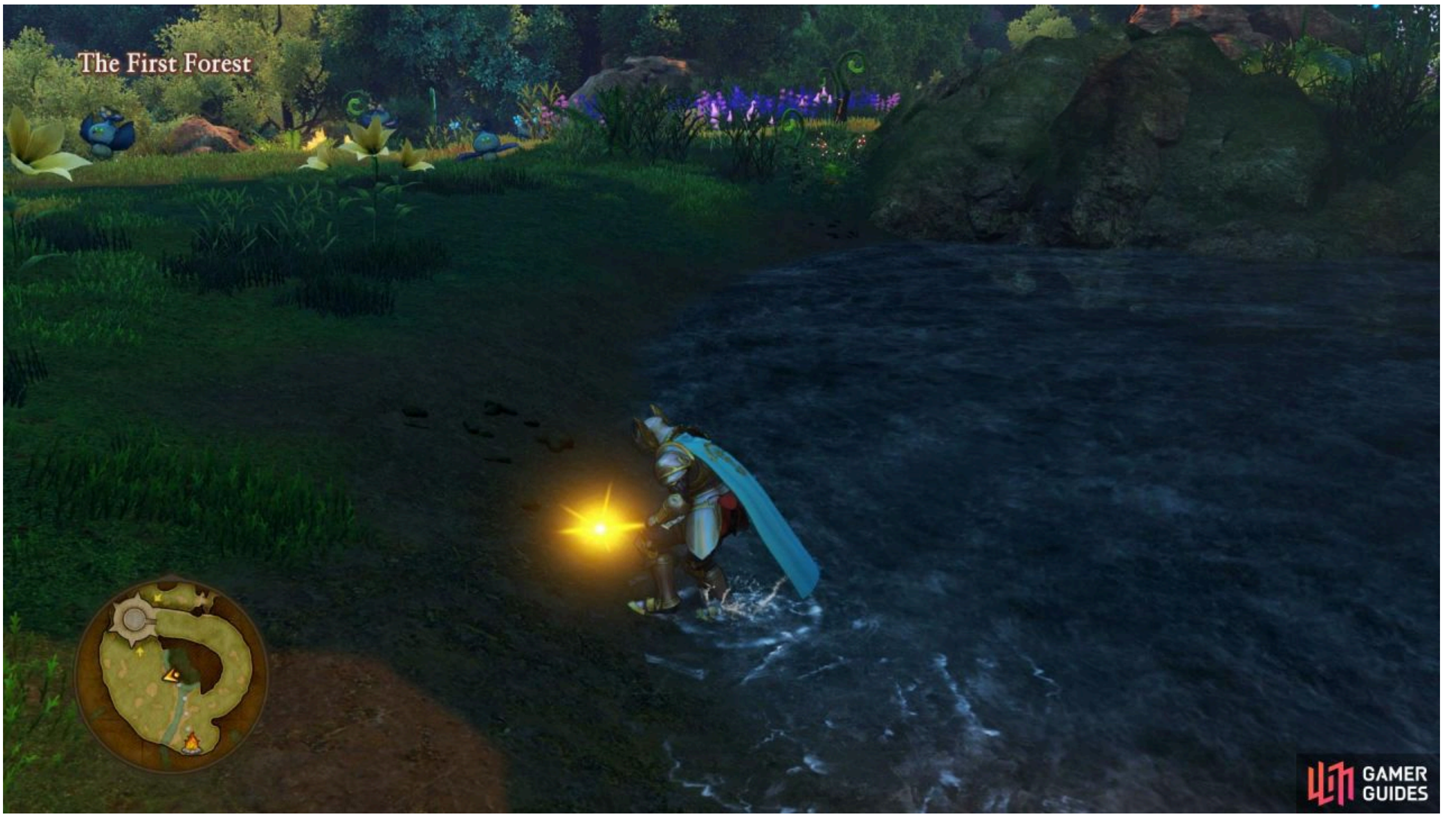
Yes
No

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find Bev to the east of Downtown Heliodor (left), save the Pep Pop for the improved Trodain Armor recipe. (right)

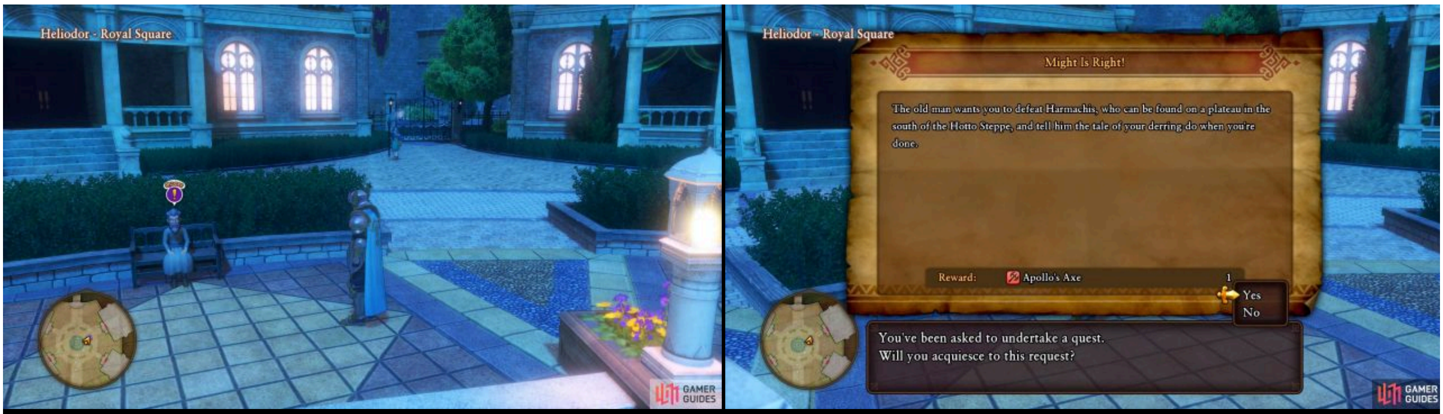
Quest Acquisition	Reward
Act III - Downtown Heliodor, Bev to the east of town	Pep Pop

Return to Downtown Heliodor during Act III and head to the east of town to find Mistress Bev. Upon speaking to her you learn that she's looking for some divine dew. Zoom to the First Forest Summit Camp and head north into the water there to find the golden Sparkly Spot containing the dew. Return to Bev and hand it over to complete the quest and obtain a very useful Pep Pop.



You’ll find this a short walk to the north of the Summit Camp in the First Forest.

55 Might Is Right!


Heliodor - Royal Square
Heliodor - Royal Square
Might Is Right!
Reward:
Apollo's Axe
1
Yes
No

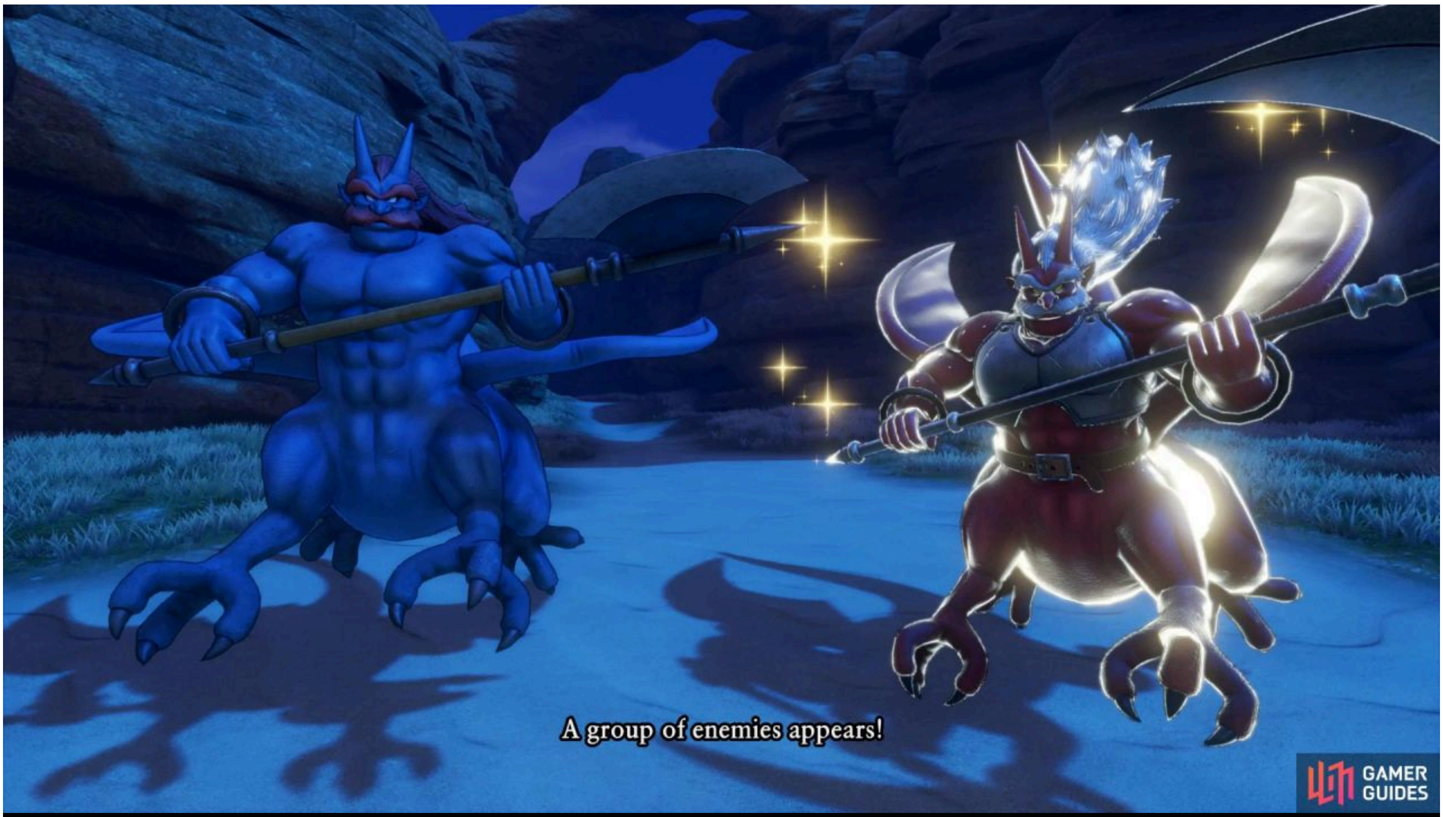
The old man wants you to defeat Harmachis, who can be found on a plateau in the south of the Hotto Steppe, and tell him the tale of your derring do when you're done.

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find the old man in the Royal Square (left), you'll need to defeat a Rare monster. (right)

Quest Acquisition	Reward
Act III - Heliodor, old man in Royal Square	Apollo's Axe

Return to Heliodor during Act III to find an old man in the Royal Square looking for assistance. He wants you to track down and defeat a monster named Harmachis. Call Cetacea and fly to the Southern Hotto Steppe Whale Way Station.

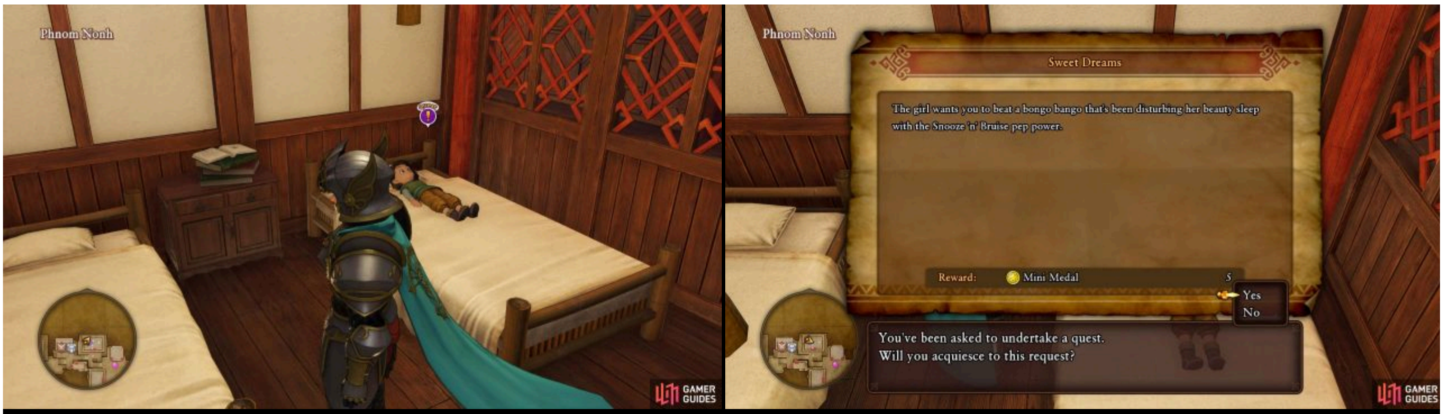


A group of enemies appears!

You'll find the Bilwas spawn at the Southern Hotto Steppe Whale Way Station.

You'll find a lone Bilwas spawn here (on a quick respawn timer) where you have a chance of encountering the Harmachis. Equip the Ring of Serendipity on the Hero to increase the chances and then defeat it when it appears. Return to the old man to deliver the news and complete the quest.

56 Sweet Dreams


Phnom Nonh
Phnom Nonh
Sweet Dreams
Reward:
Mini Medal
5
Yes
No
GAMER GUIDES
GAMER GUIDES

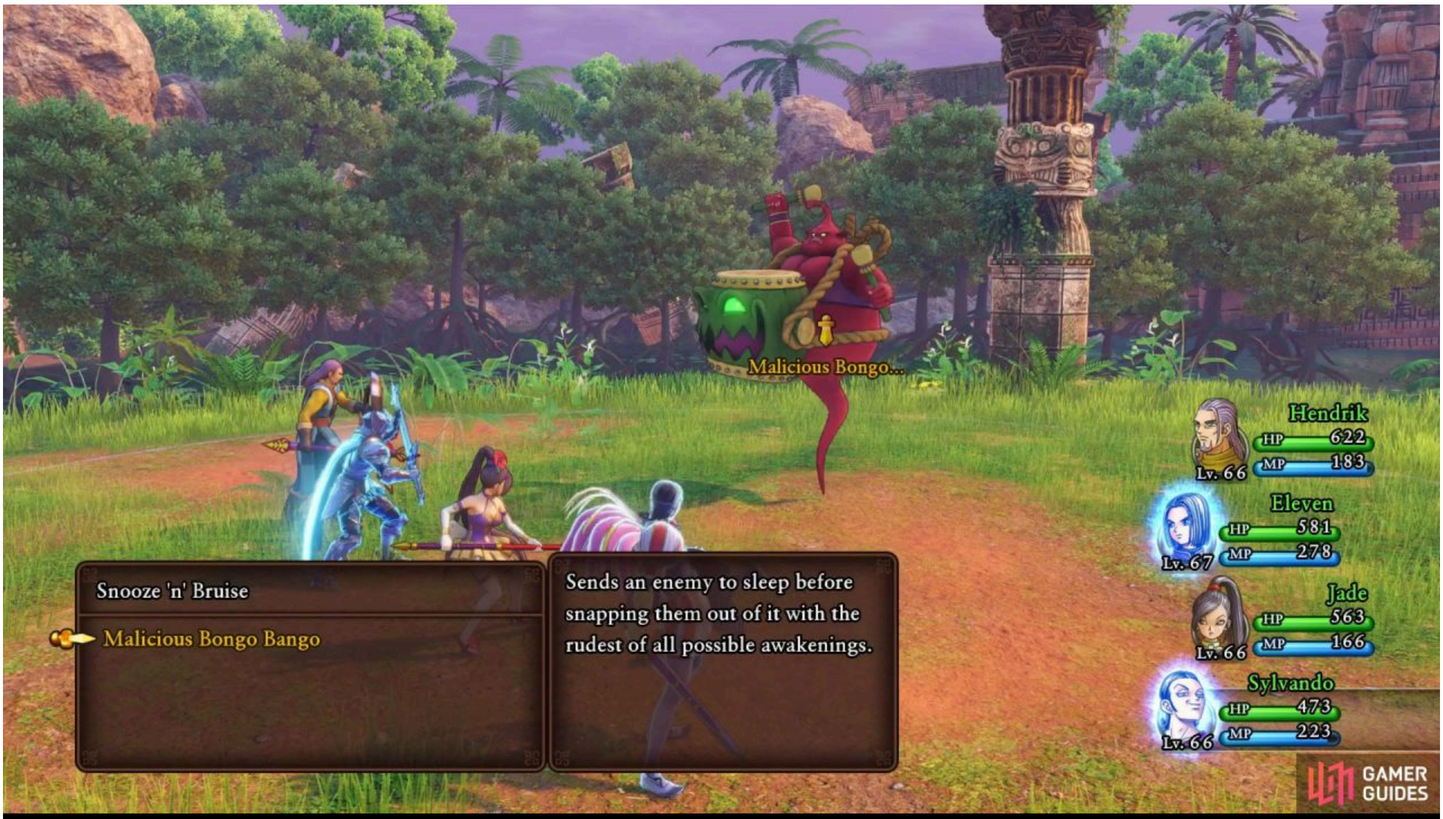
The girl wants you to beat a bongo bango that's been disturbing her beauty sleep with the Snooze 'n' Bruise pep power.

You've been asked to undertake a quest.
Will you acquiesce to this request?

Speak to the girl to the southwest of the Church in Pnom Nonh (left), you'll need to learn the Snooze 'n' Bruise Pep Power. (right)

Quest Acquisition	Reward
Act III - Phnom Nonh, girl southwest of the Church	Mini Medal x5

Return to Phnom Nonh during Act III and speak to the girl having trouble sleeping, found to the southwest of the Church. You'll learn that the Bongo Bongo outside of town is keeping her up and asks that you defeat it using Snooze 'n' Bruise.

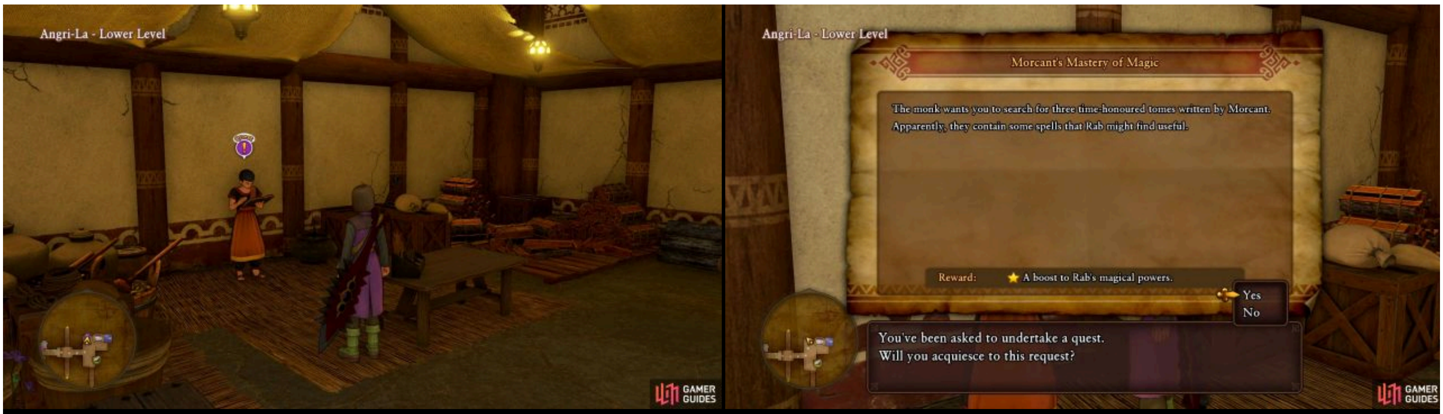

Malicious Bongo...
Snooze 'n' Bruise
Malicious Bongo Bango
Hendrik
HP 622
MP 183
Lv. 66
Eleven
HP 581
MP 278
Lv. 67
Jade
HP 563
MP 166
Lv. 66
Sylvando
HP 473
MP 223
Lv. 66
GAMER GUIDES

Sends an enemy to sleep before snapping them out of it with the rudest of all possible awakenings.

You'll want Snooze 'n' Bruise to deliver the killing blow.

To learn Snooze ‘n’ Bruise, you’ll need to have Sylvando learn the Pursecutter ability in the Knives tree. Once learnt, head out of town and fight battles until Sylvando is Pepped Up. Once Pepped, initiate a battle with a Malicious Bongo Bongo and defeat it using the Pep Power to complete the quest.

57 Morcant's Mastery of Magic


Angri-La - Lower Level
Angri-La - Lower Level
Morcant's Mastery of Magic
Reward:
Yes
No
GAMER GUIDES
GAMER GUIDES

The monk wants you to search for three time-honoured tomes written by Morcant. Apparently, they contain some spells that Rab might find useful.

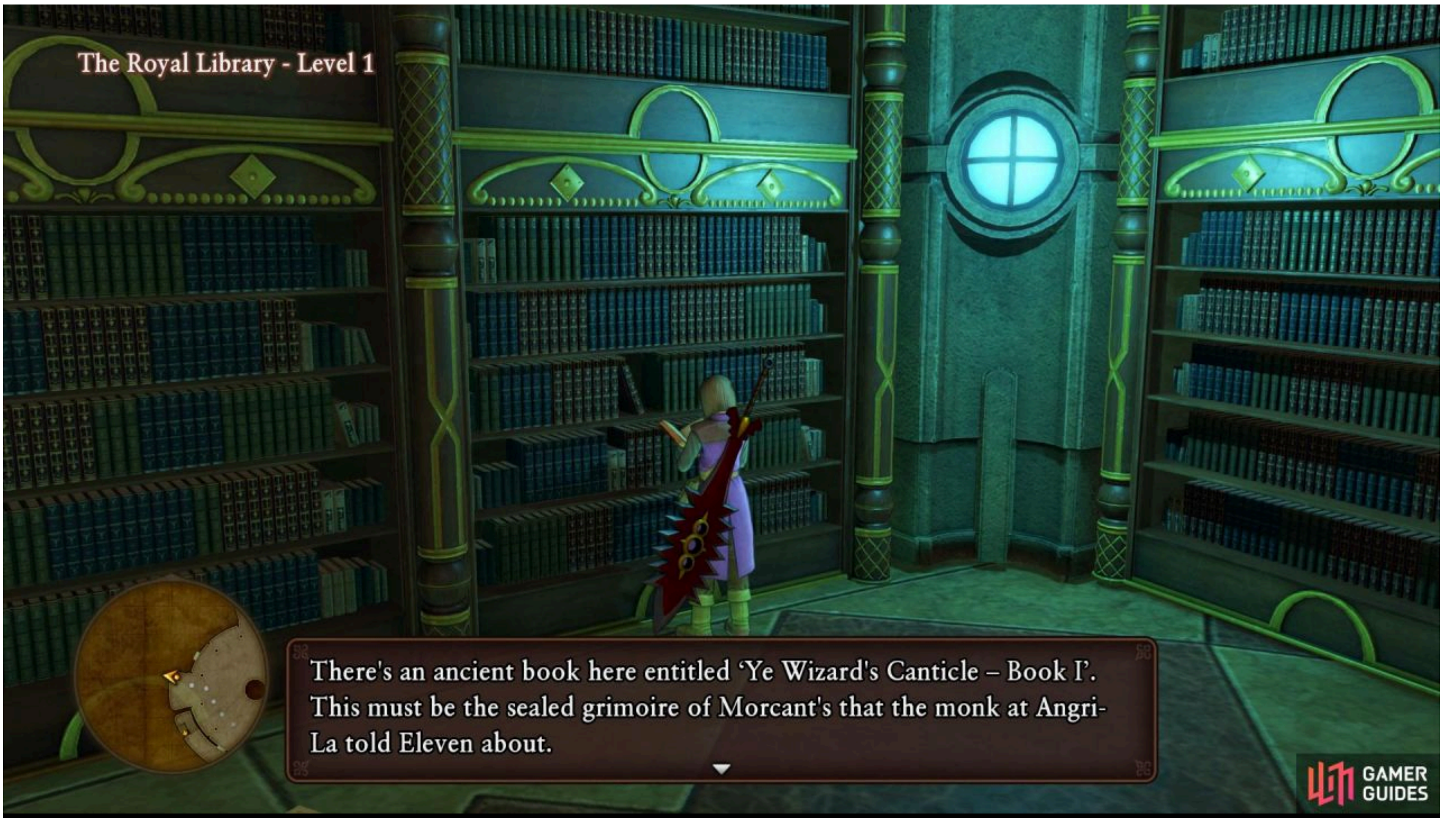
Reward: ★ A boost to Rab's magical powers.

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find the monk outside the Inn of Angri-La (left), you'll need to track down three Books from the Royal Library. (right)

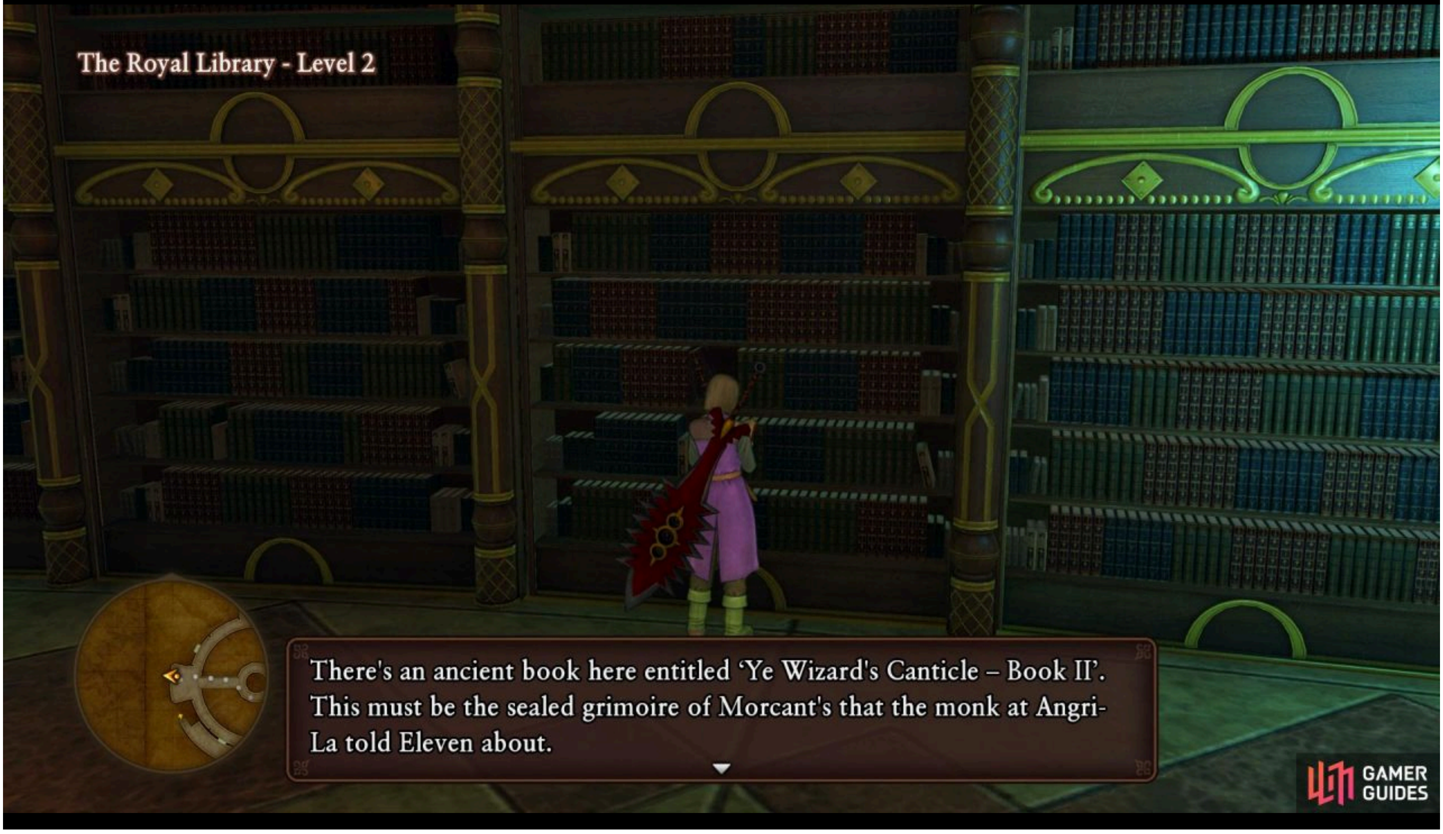
Quest Acquisition	Reward
Act III - Angri-La, monk outside the Inn	Rab's Magical Might and Mending + 50

Head to Angri-La in Act III to find a monk standing outside the Inn researching the legendary Morcant. He tasks you with finding three Books on the subject sitauted in the Royal Library. Once in the Royal Library you'll find the first Book to the west of Level 1, the second to the west of Level 3 and the final Book to the southeast of Level 3. Return the Books to the man to complete the quest and gain a nice stat boost for Rab.



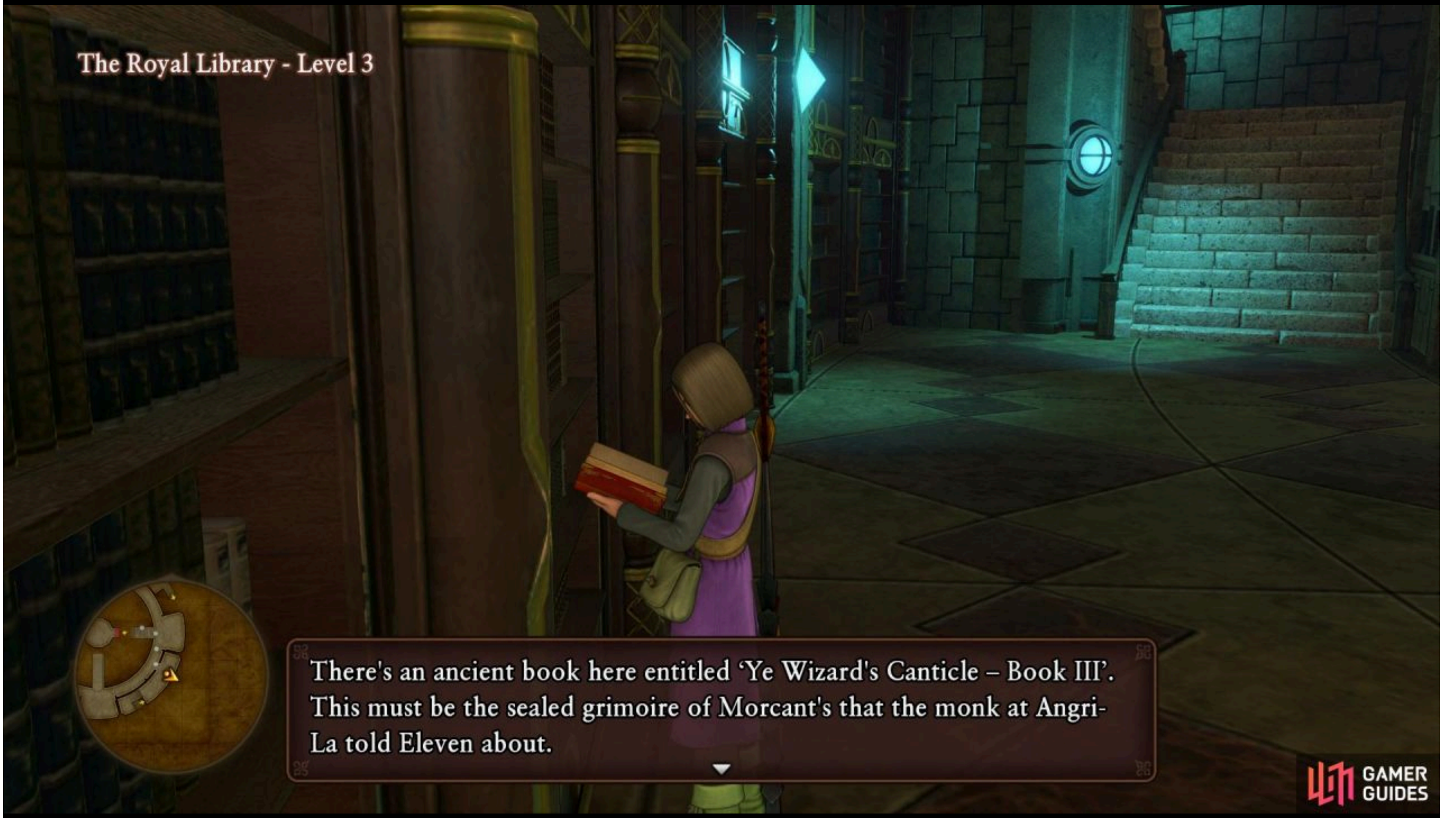
There's an ancient book here entitled 'Ye Wizard's Canticle – Book I'. This must be the sealed grimoire of Morcant's that the monk at Angri-La told Eleven about.

① Book I can be found to the west of Level 1



There's an ancient book here entitled 'Ye Wizard's Canticle – Book II'. This must be the sealed grimoire of Morcant's that the monk at Angri-La told Eleven about.

2 Book II to the west of Level 2


The Royal Library - Level 3

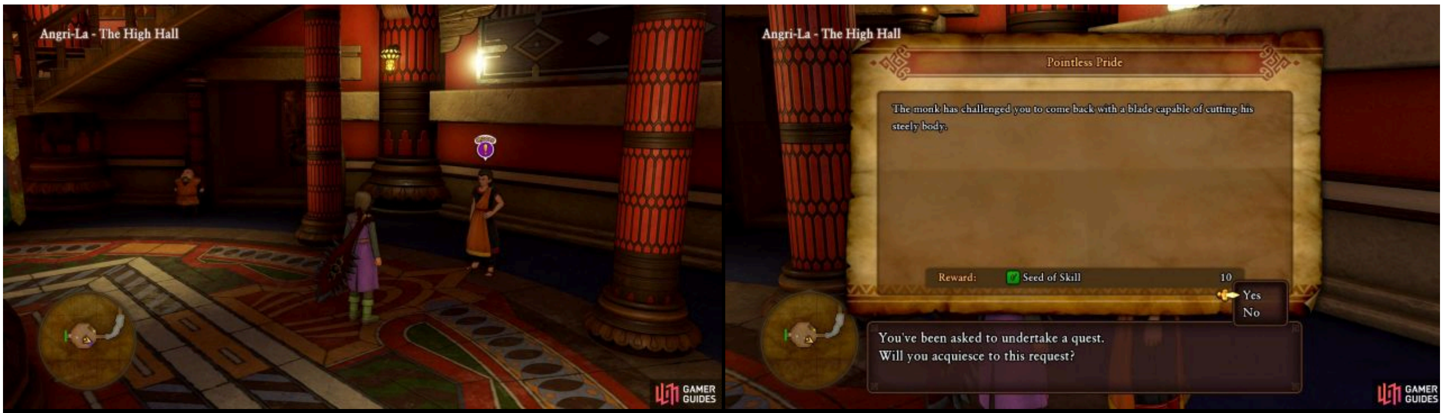
There's an ancient book here entitled 'Ye Wizard's Canticle – Book III'. This must be the sealed grimoire of Morcant's that the monk at Angri-La told Eleven about.

GAMER GUIDES

3 and the final Book to the southeast of Level 3.

Quest Catalogue » Quests 51-60

58 Pointless Pride


Angri-La - The High Hall
Angri-La - The High Hall
Pointless Pride
Yes
No

The monk has challenged you to come back with a blade capable of cutting his steely body.

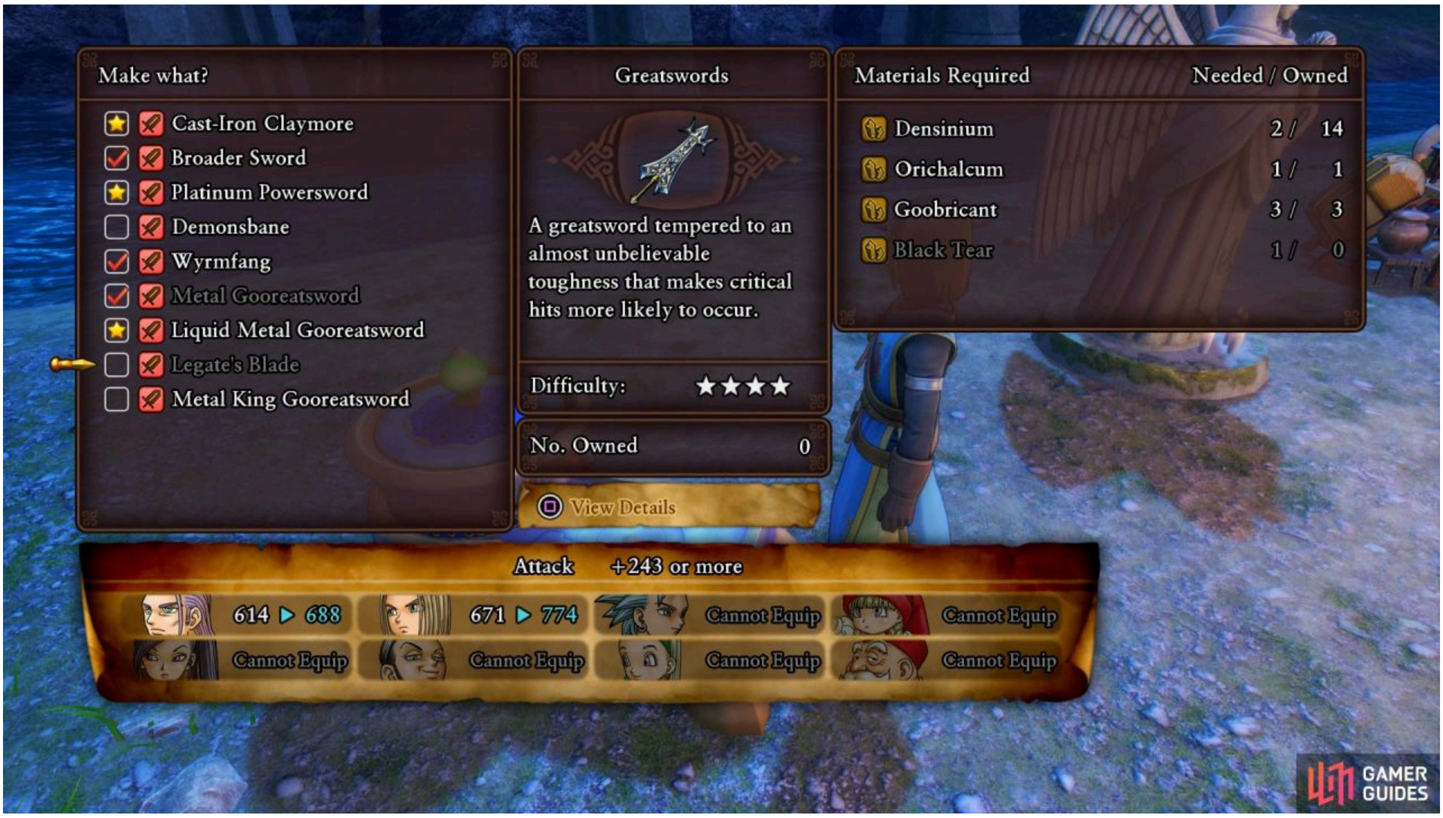
Reward: Seed of Skill 10

You've been asked to undertake a quest.
Will you acquiesce to this request?

You'll find the monk in the High Hall of Angri-La (left), you'll need the Recipe Book from the Wheel of Harma to complete this. (right)

Quest Acquisition	Reward
Act III - Angri-La, monk in the High Hall	Seed of Skill x10

Head to Angri-La in Act III and head to the High Hall to find a monk boasting about his battle skills. You'll have to take part and complete the Wheel of Harma's Final Trial to obtain the Recipe Book needed to forge the Legate's Blade +3. Remember that you can get more Orichalcum from either Battleground's B9 or from the Disciple's Trial - Eerie Valley. The Black Tear can be obtained by stealing a Serpent's Soul from a Royal Reptile in Dundrasil Ruins and trading for it with Krystalinda in Sniflheim Castle.

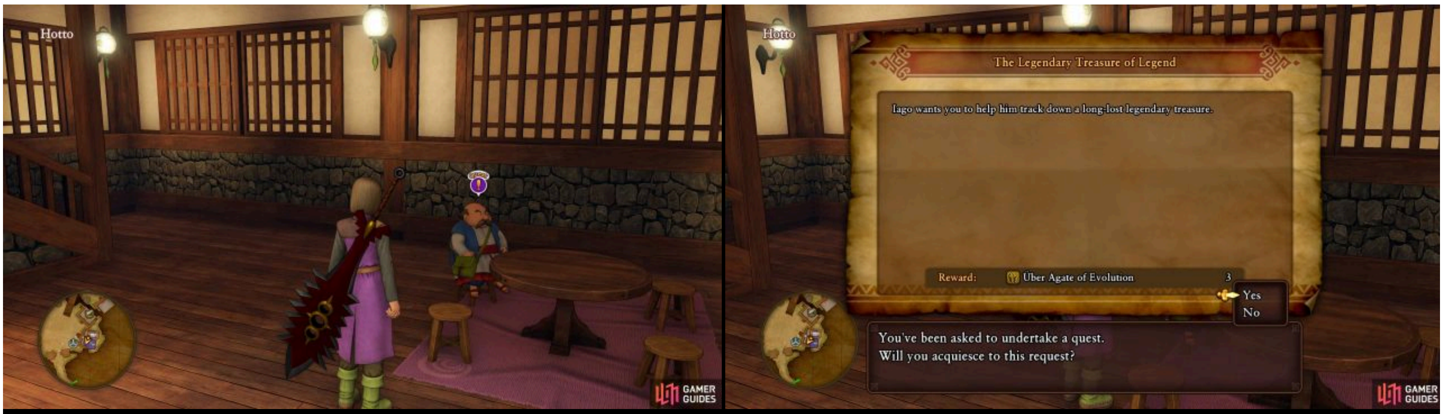

Make what?
Cast-Iron Claymore
Broader Sword
Platinum Powersword
Demonsbane
Wyrmfang
Metal Gooreatsword
Liquid Metal Gooreatsword
Legate's Blade
Metal King Gooreatsword
Greatswords
Difficulty: ★★★★
No. Owned 0
View Details
Attack +243 or more
614 ▶ 688
671 ▶ 774
Cannot Equip
Cannot Equip
Cannot Equip
Cannot Equip
Cannot Equip
Cannot Equip

A greatsword tempered to an almost unbelievable toughness that makes critical hits more likely to occur.

Materials Required	Needed / Owned
Densinium	2 / 14
Orichalcum	1 / 1
Goobricant	3 / 3
Black Tear	1 / 0

You must forge this weapon to +3

59 The Legendary Treasure of Legend



The Legendary Treasure of Legend

Iago wants you to help him track down a long-lost legendary treasure.

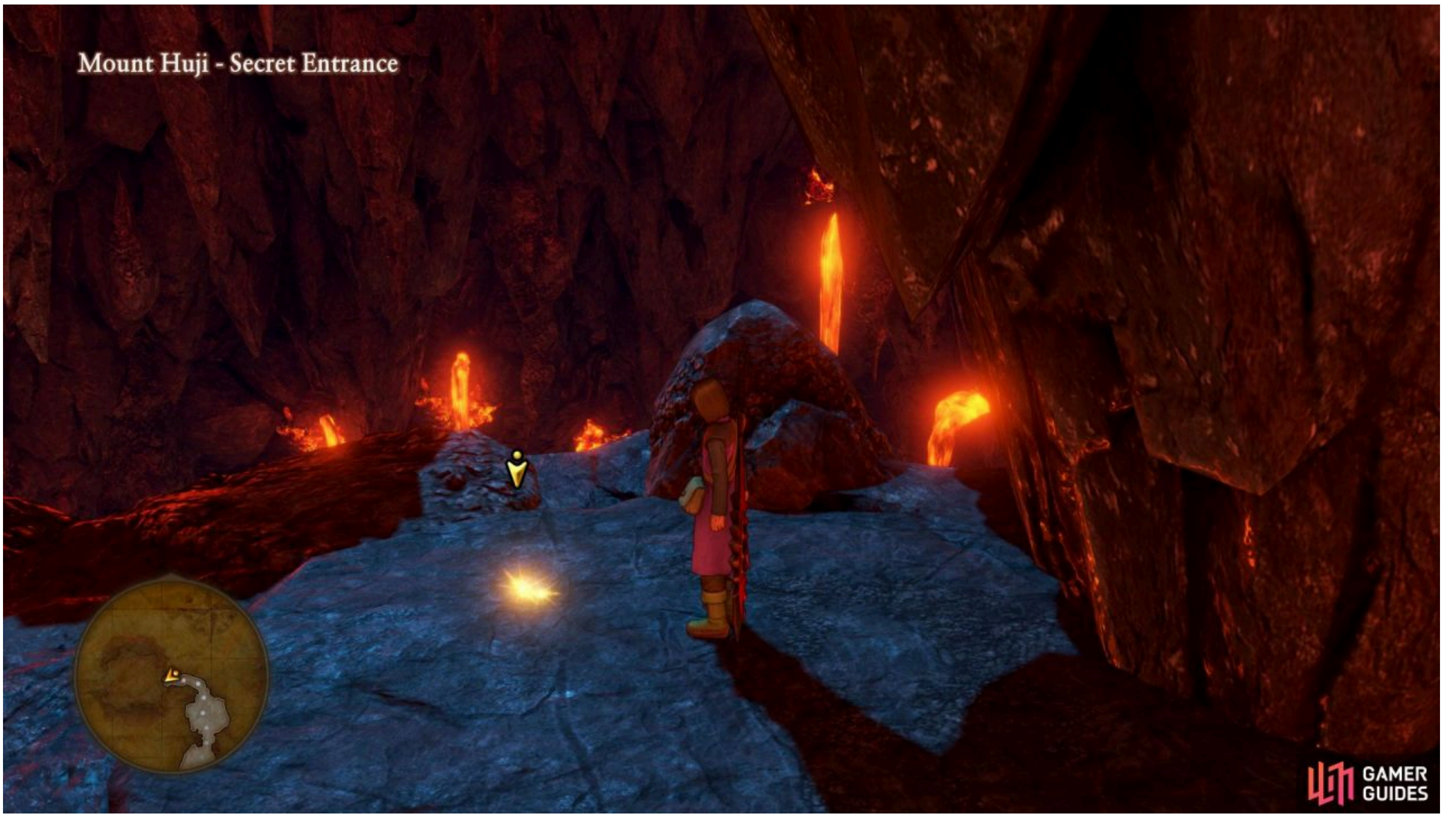
Reward: Über Agate of Evolution 3

You've been asked to undertake a quest.
Will you acquiesce to this request?

Head to the Hotto Inn to find the man (left), the reward is used in the create of the Supreme Sword of Light. (right)

Quest Acquisition	Reward
Act III - Hotto, man in the Inn	Uber Agate of Evolution x3

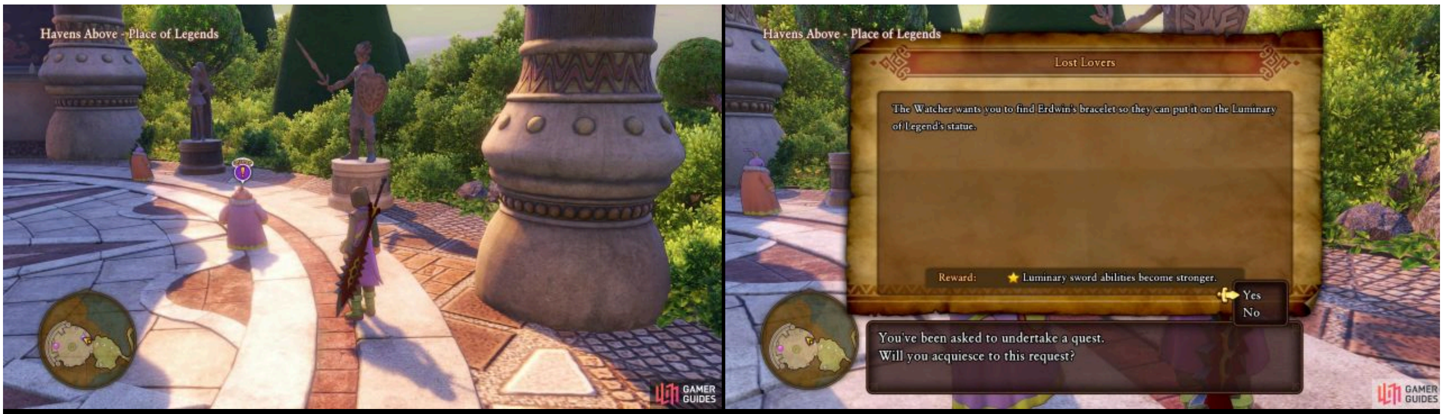
Return to Hotto during Act III and head to the Inn to find a man looking for some help tracking down some lost treasure. Agree to help and then head into Mount Huji, taking the Secret Entrance to the east and following it to the end of the path to find the treasure in question. Return to the man and hand over the goods to complete the quest.



Follow the Secret Entrance of Mount Huji to the end to find the Hotto Stuff.

Quest Catalogue » Quests 51-60

60 Lost Lovers


Havens Above - Place of Legends
Havens Above - Place of Legends
Lost Lovers
Reward:
Yes
No
GAMER GUIDES
GAMER GUIDES

The Watcher wants you to find Erdwin's bracelet so they can put it on the Luminary of Legend's statue.

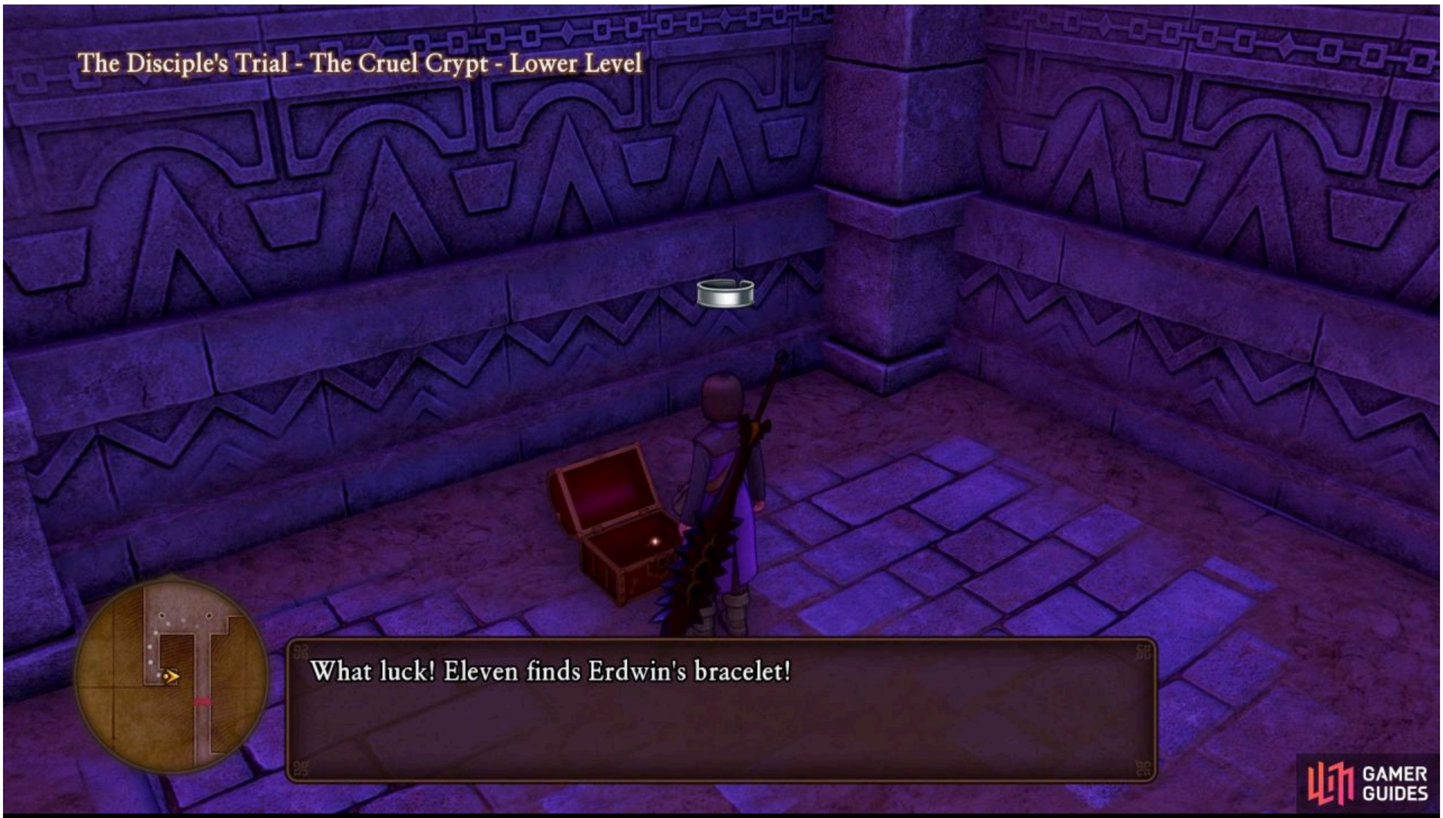
★ Luminary sword abilities become stronger.

You've been asked to undertake a quest.
Will you acquiesce to this request?

Return to Havens Above after unlocking the Trials to find this quest (left), you'll need to head into the first Trial to track the Bracelet down. (right)

Quest Acquisition	Reward
Act III - Havens Above, Watcher in Place of Legends after unlocking the Trials	Boost to Luminary Sword Skills

During Act III, return to Havens Above once the Drustan Trials are unlocked to find a Watcher looking for help near the statue of Erdwin. He'll ask you to find the bracelet somewhere in the Trials to prove the bond between Erdwin and Serenica. Once you enter the Disciple's Trial, Cruel Crypt, drop down to the bottom and head into the southwest corner to find the chest containing Erdwin's Bracelet. Note that the chest will not appear unless you've accepted the quest prior.



The Disciple's Trial - The Cruel Crypt - Lower Level

What luck! Eleven finds Erdwin's bracelet!

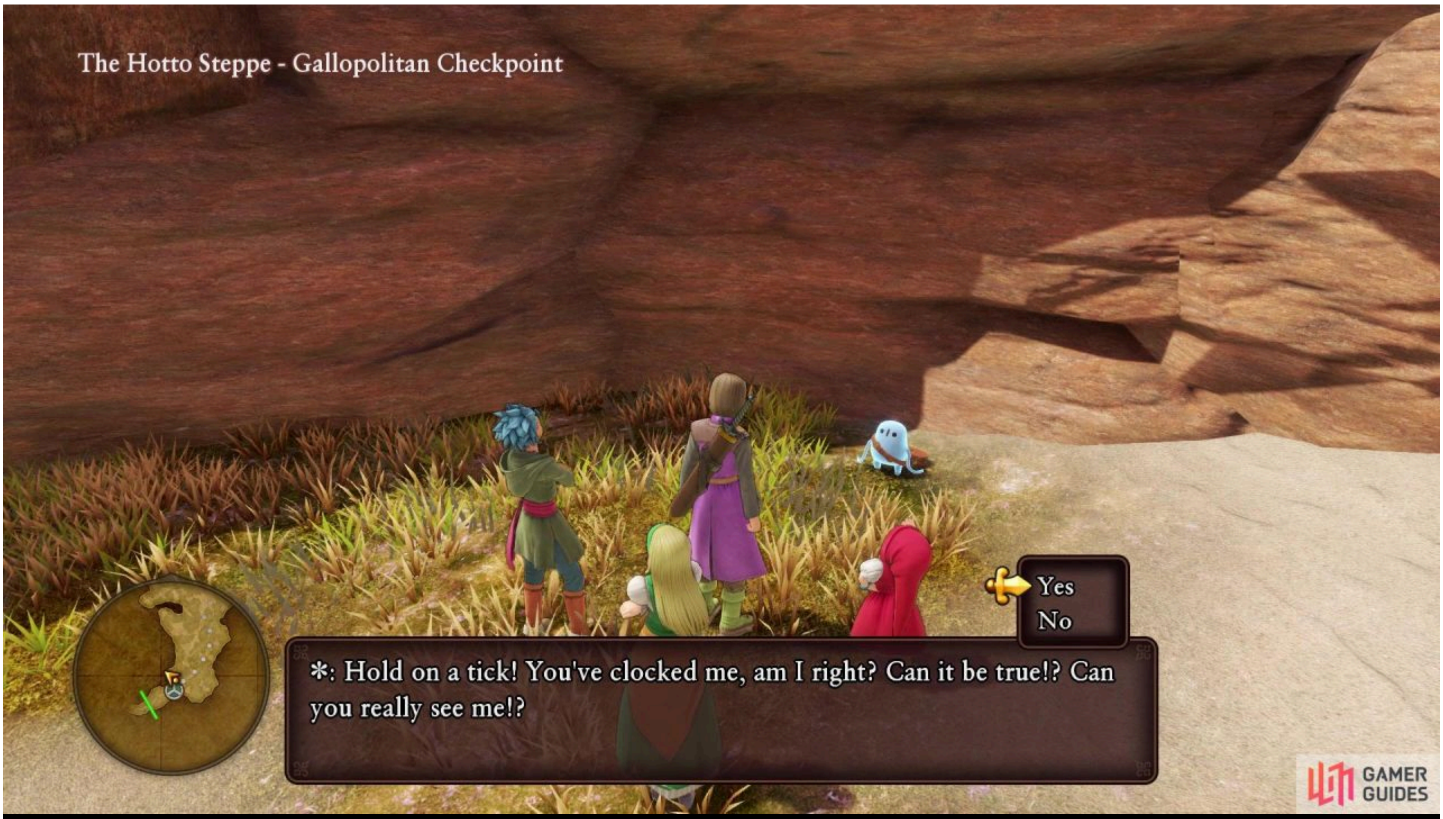
This chest will appear once the quest has been accepted in Havens Above.

Unlocking Tickington

After completing the events at Hotto in the first part of the game and are heading towards Gallopolis, you will be stopped right before the head by one of those strange ghost-like creatures you've likely seen throughout the game. His name is Ickle and he wants you to help him, so upon doing so, you will be transported to the town of Tickington. The first thing you will notice is that Tickington is in 2D and there's nothing you can do to change this, especially if you are playing the regular game in 3D. The main premise of this long sidequest is that you will be able to explore small areas of the past Dragon Quest games, do a little thing, then be done with that portion.

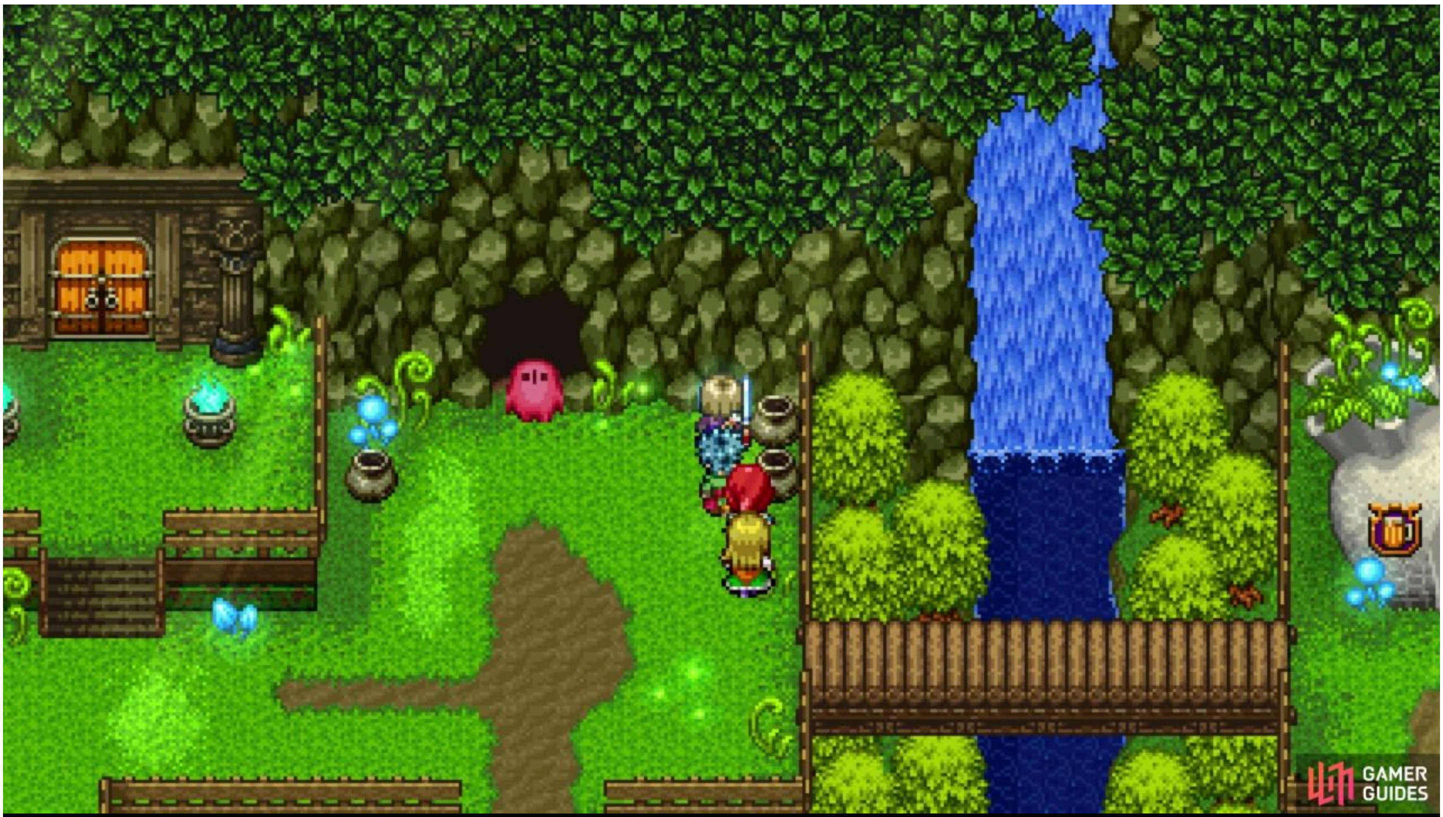
Warning

This is a reminder that the Tickington content is only available in the Definitive Edition of the game and cannot be accessed at all in the original version.

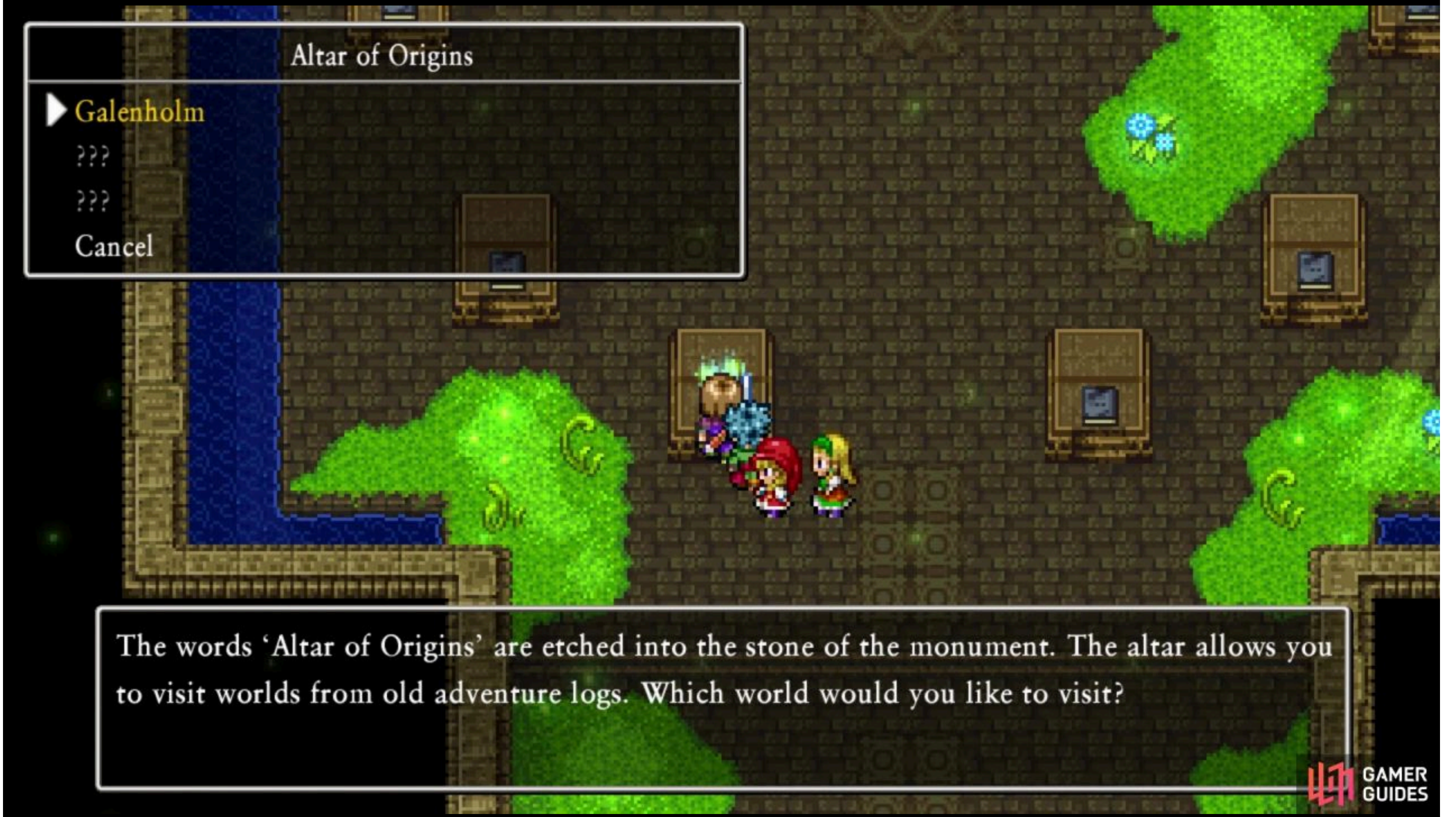


*: Hold on a tick! You've clocked me, am I right? Can it be true!? Can you really see me!?

① You will first find Ickle by the gate leading to Gallopolis



② You will never be able to get past this red Tockle



The words 'Altar of Origins' are etched into the stone of the monument. The altar allows you to visit worlds from old adventure logs. Which world would you like to visit?

③ Each altar will allow you to access multiple locations

Upon first arriving in Tickington, you will have to go visit the mayor of the place, allowing you to freely explore the town. It should be noted that there are a bunch of jars and barrels you can break, but the contents of those are completely random. Also, changing screens at all will make those breakables respawn, so they can be farmed, but it's not really worth it in the long run. The mayor is located through the doors in the northwest portion of the village and upon speaking to him, you learn about the true nature of the Tockles and that some deviant tore pages from the books keeping the history of other worlds.

Warning

The red Tockle guarding the cave will never move at all, as this was content in the Japanese 3DS version of the game that didn't make it to the Definitive Edition.

Your goal with the Tickington quest is to basically find Pastwords and revisit those past worlds, fixing whatever anomaly there is in those locations. Not only will you sometimes find treasure chests with loot in the past worlds, but you will also be rewarded for completing each area. You will receive the first Pastword from Ickle, but the other ones can be found by speaking to certain Tockles throughout your normal adventure. A good portion of the past worlds can be completed as you find them, but others might require items from other locations. Also, you will need to complete **Act III** before you can complete all of the Tickington content.

List of Pastwords

You can't do much of anything in Tickington until you hunt down the Tockles and retrieve their Pastwords. The majority of the Pastwords will come from the Tockles, and they are generally found in easy to spot locations. There are a few areas that will unlock upon completing other areas in Tickington. The following is a list of the Tockles, their locations, and which area they unlock.

Location	Area Unlocked
By entrance to Gallopolis Region	**Altar of Origins - Galenholm**
In Gallopolis Region (South Campsite)	**Altar of the Legendary Line - Moonahan**
Laguna di Gondolia (little cave)	**Altar of the Starry Skies - The Observatory**
The Warrior's Rest Inn	**Altar of Salvation - Erdrick's Future Home**
Dundrasil Region (Ruined house south of campsite)	**Altar of the Forgotten Past - Rainbow Mines**
Lonalulu (south of church)	**Altar of the Cursed King - Chateau Felix**
L'Academie de Notre Maitre des Medailles (by office)	**Altar of the Heavenly Bride - The Neverglade**
The Royal Library (on stairs to second floor)	**Altar of Reverie - Alltrades Abbey**
Snifheim Castle (Queen's Bedchamber)	**Altar of the Undeciphered - Room of Revival**
Arboria (behind item shop)	**Altar of the Chosen - Imperial Pantry of Parthenia**
Octagonia (Act 2; By slots)	**Altar of the Heavenly Bride - Briscoletti's Mansion**
Insula Algarum (Act 2; Southern cliff and requires mount)	**Altar of the Starry Skies - Ruby Path of Doom**
West of Gyldenhal Entrance (Act 2)	**Altar of the Chosen - Rose's Room**
Luminary's Landing (Act 2)	**Altar of the Forgotten Past - Roamer Encampment**
Zwaardsrust Whale Way Station (Act 2)	**Altar of the Starry Skies - Quester's Rest**
Havens Above (Act 2; East side outside)	**Altar of Reverie - Pillar of Pegasus**
The Battleground (Act 2; Floor B8, next to a chest)	**Altar of Origins - Damdara**
Mt. Huji (Act 2; Hideout)	**Altar of the Legendary Line - Cannock Castle**
Mt. Huji (Act 2; Behind locked door)	**Altar of Salvation - Baramos's Castle**
First Forest Whale Way Station (Act 3)	**Altar of the Chosen - Hidden Valley**
Cryptic Crypt (Act 3; Behind Ultimate Key door)	**Altar of the Heavenly Bride - Whealbrook**
Puerto Valor (Act 3; Behind Ultimate Key door)	**Altar of Reverie - Weaver's Peak**
Gondolia (Act 3; Behind Ultimate Key door)	**Altar of the Undeciphered - Tenton**
Cobblestone (Act 3; Rebuilt, inside Dunstan's	**Altar of the Cursed King - Trodain Castle**

Location	Area Unlocked
house)	
Trial Isle (Act 3; North end outside)	**Altar of Origins - Tantegel Castle**
Citadel of Spite (Act 3; Top of large stairs Level 2)	**Altar of the Legendary Line - Cave Leading to Rendarak**

Tickington » Altar of Origins

Galenholm

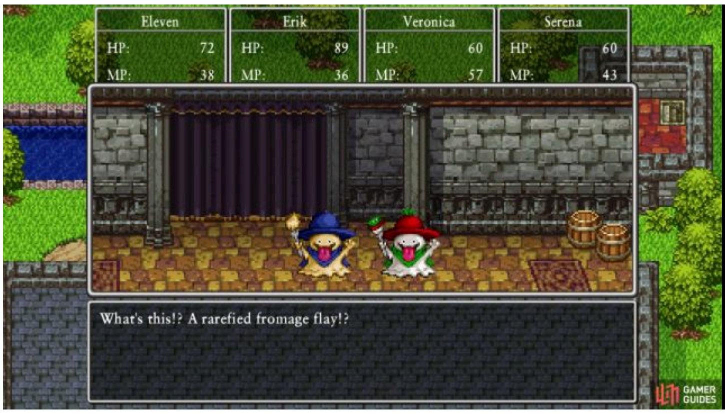
Pastword

Galenholm is the first Pastword you will receive, with it gotten from Ickle upon first accessing the Tickington town. It is possible to complete this area as soon as you gain access to Tickington, where you should be around level 12-13.

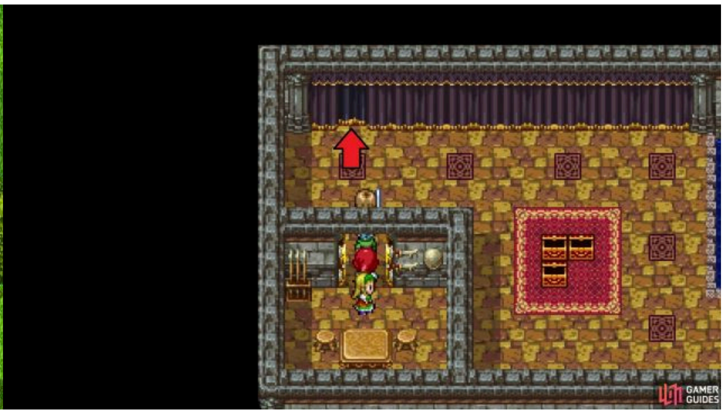
Enemies

Name	HP
Slime	~7
Dracky	~11
She-Slime	~25
Drohl Drone	~28
Drackmage	~28
Chimaera	~49
Fromage Fray	~39
Fromage Flay (Rarefied)	~160

The enemies you find in this little area are mostly ones you have already fought in the main game. The only potentially new enemies you haven't seen yet are the Chimaera and the Fromage Fray. The Chimaera has a Fire Breath attack that hits the entire party for around 10 damage or so. The Fromage Fray can use Bang on the party, dealing quite a bit of damage, and also heal itself by eating cheese. Note that there is a Rarefied version of the Fromage Fray, called the Fromage Flay, which has more HP and does more damage. They can use Zam, a single-target spell, as well as Tongue Lashing, which can cause a character to lose a turn.



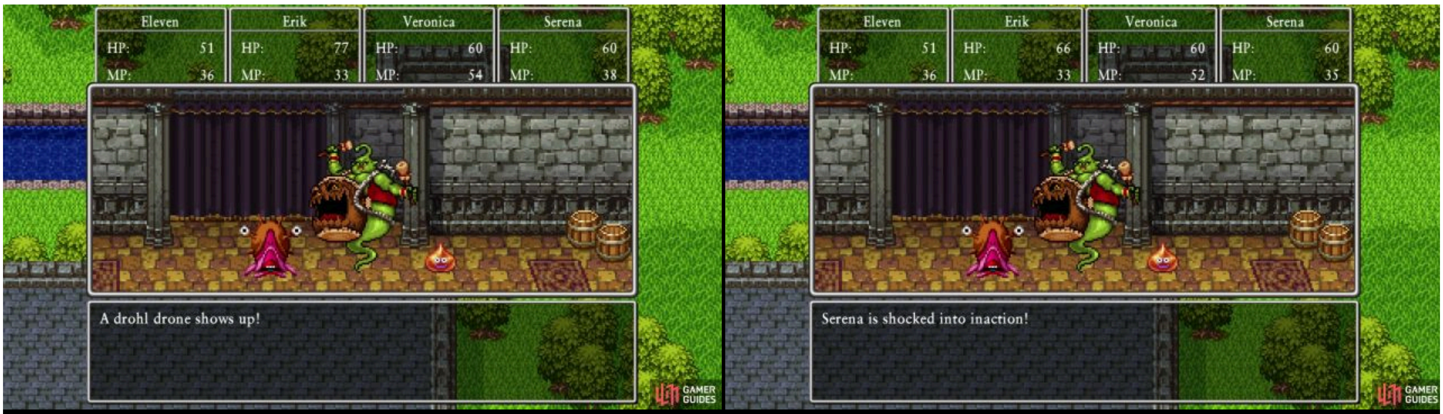
What's this!? A rarefied fromage flay!?



The Fromage Flay is a Rarefied monster, so they can be tough (left), Go through this part of the curtain to find the boss (right)

Walkthrough

There's nothing in the little town area, so head straight to the old man standing in front of the doorway. Speak to him to learn about a fiend that stole something called the **Lyre of Ire**. Accept the quest, called **The Harp-Hearkened Horrors**, then go through the doorway behind him. There will be three chests sitting in the open here, so open for a **Lamplight**, **Medicinal Herb** and **20g**. There is a dark curtain in the back of the room and if you look closely, you see a spot on the left side that is slightly off from the rest. Walk into that spot to be transported outside, then follow the trail to the monster on the right side. Speak to the monster to begin a fight against the **Wrongo Bongo**.



A drohl drone shows up!

Serena is shocked into inaction!

Wrongo Bongo can summon extra enemies with the Lyre (left), His Wicked Beat can cause your characters to skip their next turn (right)

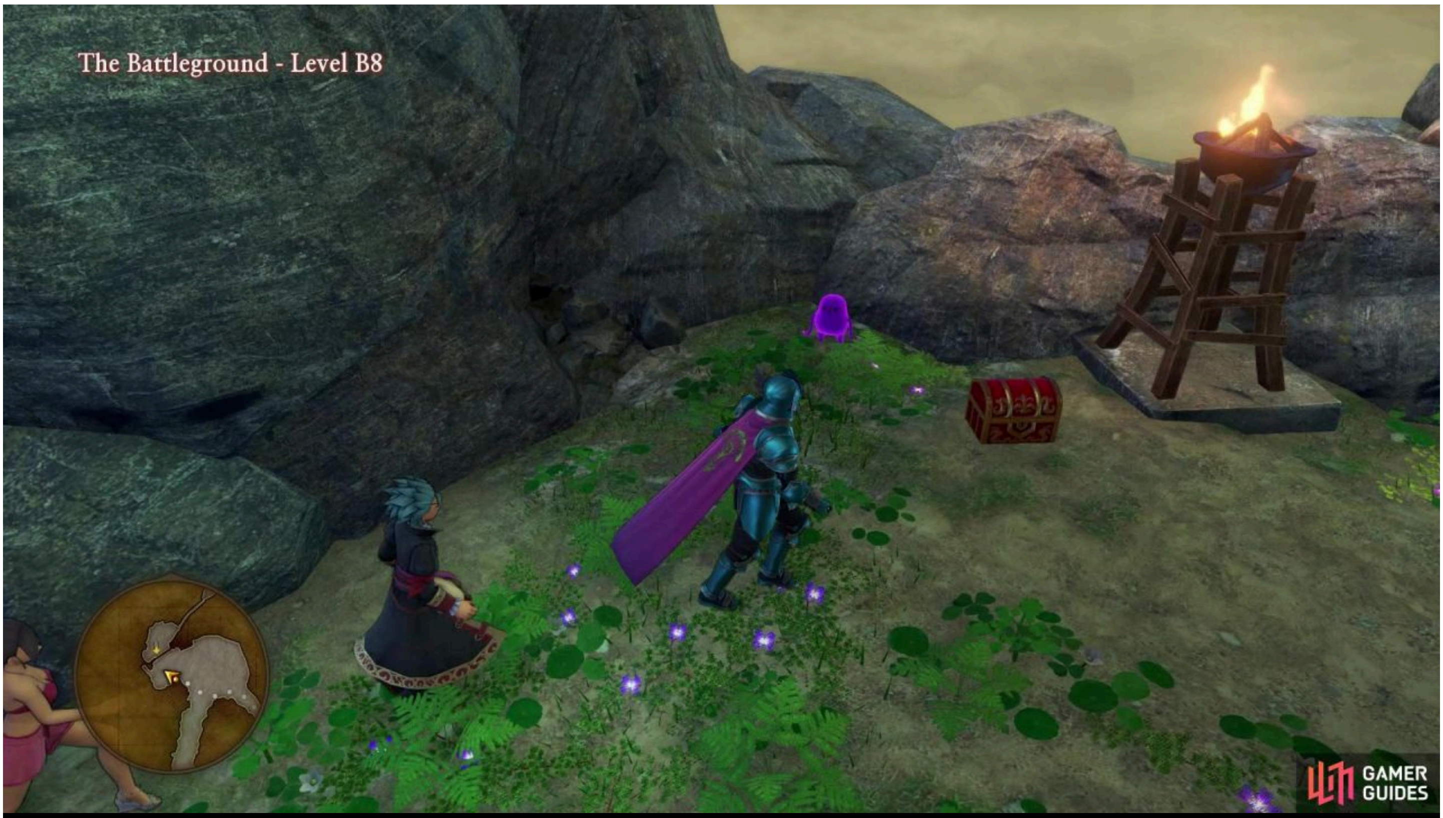
The Wrongo Bongo is a mini-boss of sorts and the fiend who stole the Lyre of Ire. It has around 150 HP and can summon a She-Slime/Drohl Drone into the fight if it uses the Lyre. Other than that, it has a normal attack that does ok damage, but the Hero and Erik probably won't take much damage from it. You might want to cast Buff on Veronica and Serena, though, as their defense will probably be a bit lower than the other two. **Wicked Beat** will hit the entire party, giving it a chance to cause a character to lose their next turn. **Emboldening Beat** simply raises the boss' and any other enemies' attack. Overall, it's a simple fight and you should concentrate solely on the Wrongo Bongo before dealing with adds it may spawn.

Upon defeating Wrongo Bongo, the random encounters will stop and you will receive the Lyre of Ire. Return to the old man from before and hand over the Lyre to complete the quest, earning yourself a **Gold Bracer**. The townspeople will also be back, but there is nothing to see or do here, so use the portal to return to Tickington and finish off Galenholm.

Damdara

Pastword

In The Battleground, you will eventually descend deep enough to get to Floor B8. On this floor, you can find a chest next to a wall. In fact, when you slide down the one vine to get to this floor, you will see said wall and will be on the wrong side of it. Right next to that chest (contains a Chronocrystal) will be a purple Tockle that grants you this pastword.



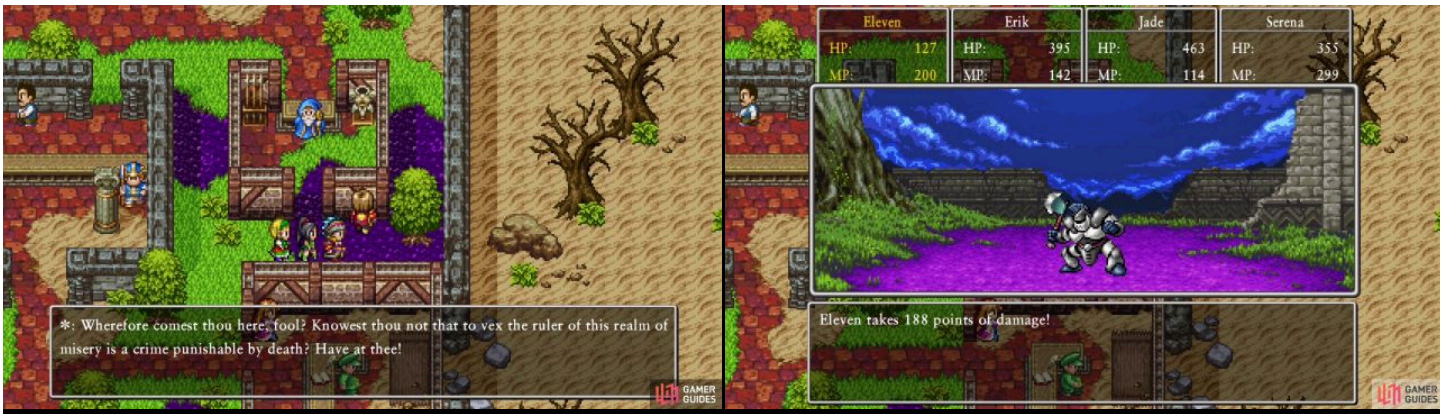
When you reach the chest with the Chronocrystal, you will find the Tockle

Walkthrough

Upon visiting this area, speak to the bard right by the portal, who speaks of the problems here in Damdara. It was once a peaceful town that got ravaged by monsters, and one of them has risen, along with the former residents. He'll give you the **Ghosts of a Golden Age** quest, so get ready for a battle soon. Note that there are poison pools here, but you will need to venture on one to find the boss. On the right side of the town, there is an equipment shop, which has a backdoor. Go to this backdoor and step on the tiles to the right of the opening to find your boss.

BOSS - Knight Aberrant

The Knight Aberrant is a boss that has high strength, as well as high defense. One of the first things you will want to do in this battle is set up some buffs and debuffs, namely Sap and Oomphle. Of course, the boss can counter the Sap debuff by using Buff on itself, so you may need to cast it more than once to get rid of that effect. For its attacks, the normal attack can deal upwards of 130+ damage and Tackle can do 180+. The Knight also has Helm Splitter, which not only does damage, but it also has a chance to reduce your character's defense. Thankfully, all of the boss' attacks only hit a single target, but they are strong and you definitely will need to heal. By now, you should know what to do offensively. The Knight has around 2300 HP.



*: Wherefore comest thou here, fool? Knowest thou not that to vex the ruler of this realm of misery is a crime punishable by death? Have at thee!

Eleven takes 188 points of damage!

The location in which to find the boss of this area (left), The Knight Aberrant's attacks can hit very hard (right)

Trivia

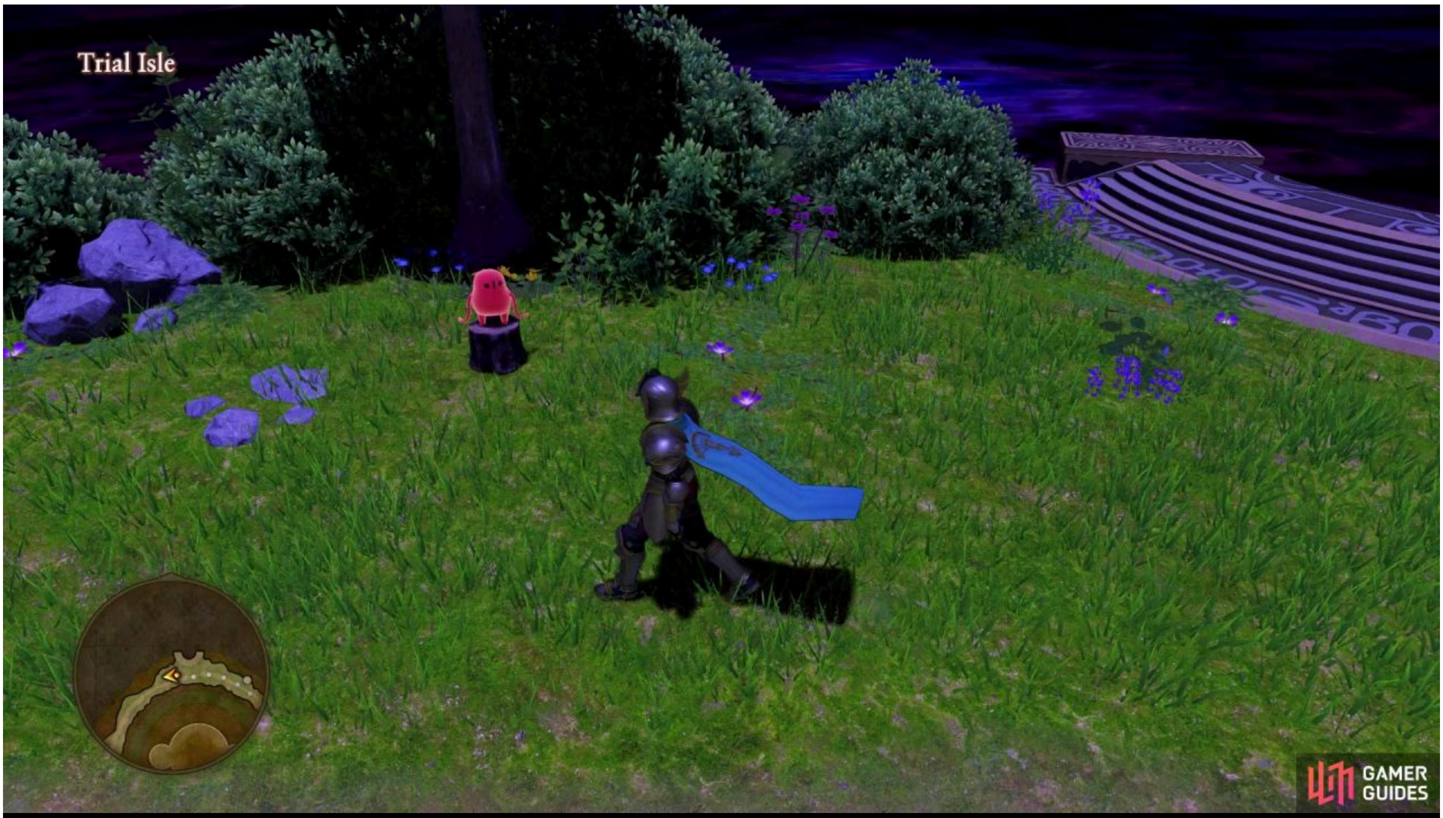
If you check the southern side of the tree, you will receive a prompt saying someone dug up something there. This is a nod to the first Dragon Quest, as Erdrick's Armour is buried in that spot. In fact, it was guarded by the same Knight Aberrant enemy.

After downing the Knight Aberrant, head back to the bard you got the quest from to finish it and obtain your reward, **five chunks of Densinium**.

Tantegel Castle

Pastword

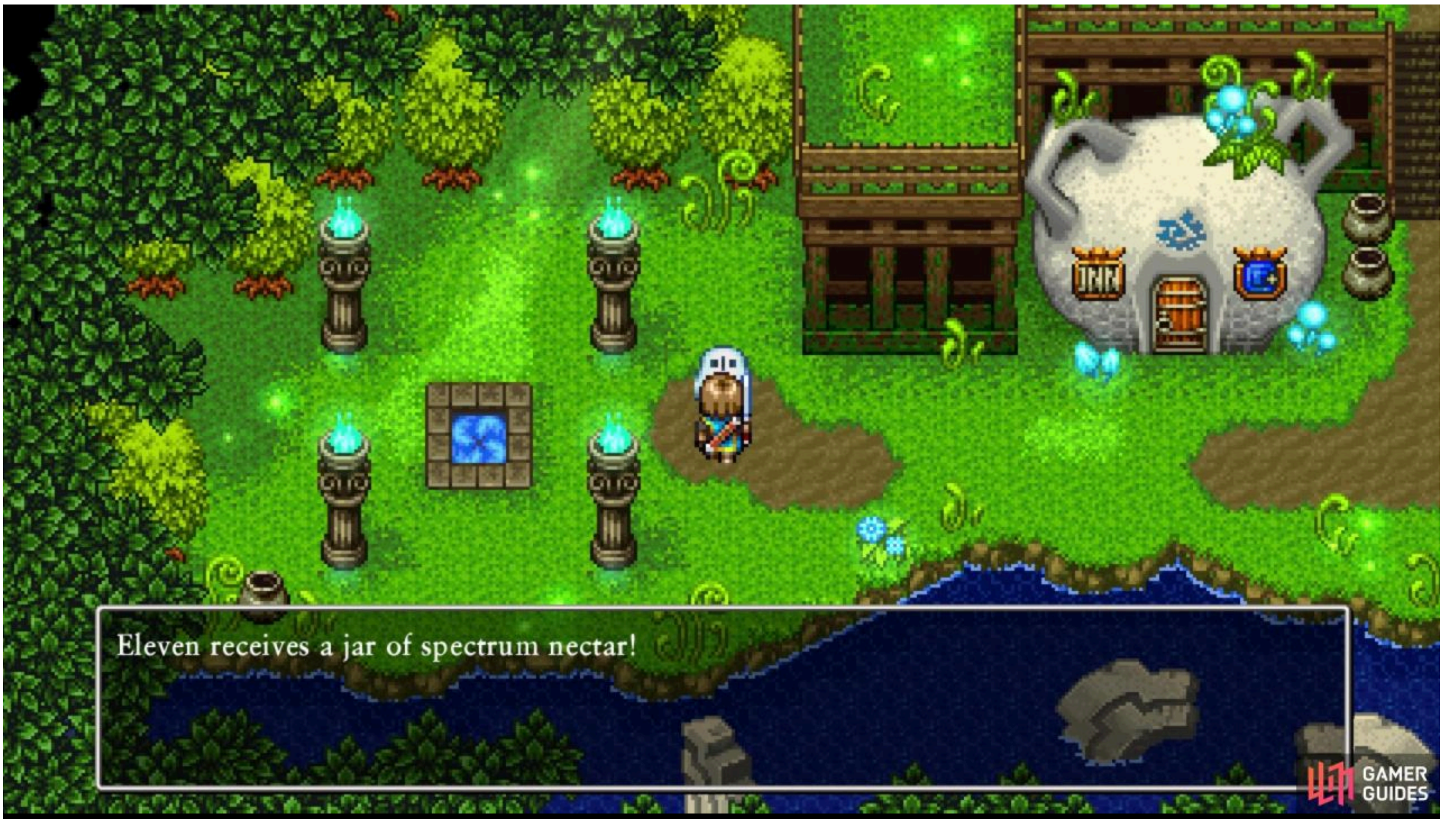
During the final part of the game, once you unlocked the flying upgrade, you will be told of some trials you can do to help prepare for the final battle. This is located through one of the doors in the underground part west of the Warrior's Rest Inn. You will have to go through an area before reaching Trial Isle. Once you reach that location, check the north end of the outside portion of Trial Isle to find the Tockle.



The location of the Tockle for Tantegel

Walkthrough

Upon arriving in the area, you will be in a throne room and the king will be unable to speak. There are two chests right in front of them, containing a **Seed of Life** and **120G**, which you can freely open. So, talk with Gwaelin to learn that some fiend named the End of Time put a curse on her father, rendering him unable to speak. She had heard about something called spectrum nectar that can cure him, but only those who "have brought peace to the world" can lay their hands on it, giving you the quest, **Curse Got Your Tongue?**.



Eleven receives a jar of spectrum nectar!

You will receive the nectar from the Tockle after completing Act 3

With that little bit of knowledge, you cannot complete this area until you finish the final part of the game (Act 3). That means this could possibly be the final Tickington area you complete, since the others can be done without needing to complete the final part. Once you do, you can create a save after the credits and load up that save to go back to the main game before beating that boss. Travel to Tickington and as you move, the Tockle by the entrance will stop you and hand over the **Spectrum Nectar**. Turn this over to Gwaelin to finish the quest, with your reward being a **Pallium Regale**.

Tickington » Altar of the Legendary Line

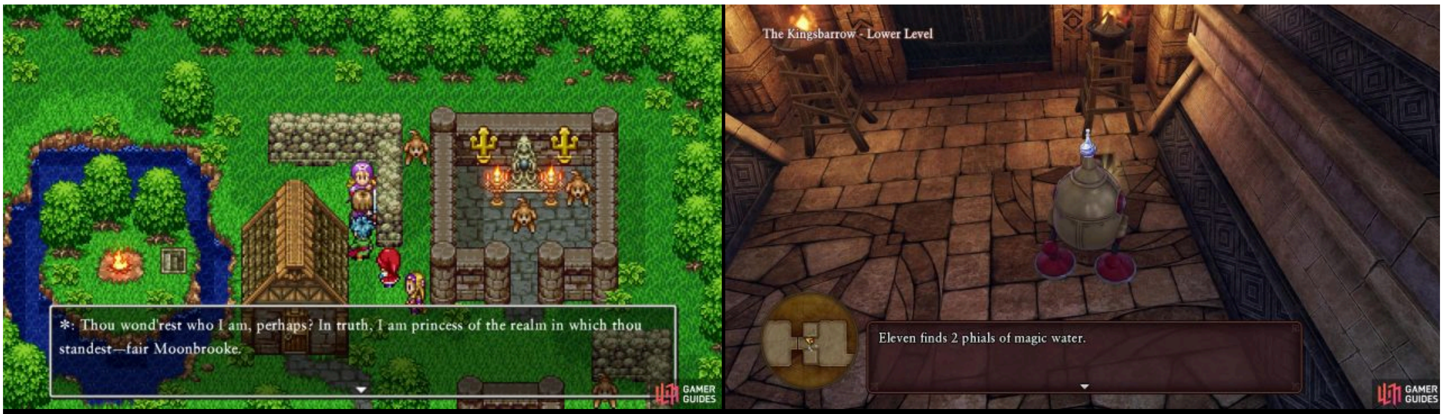
Moonahan

Pastword

You will find the pastword for this one in the Gallopolis Region, by the southern campfire. There will be a red tockle there, so simply speak to it to get the pastword needed to unlock this.

Walkthrough

Upon choosing the Moonahan option at the Altar of the Legendary Line, you will warp to the town and notice that all of the people have been turned into dogs, except for one person. Speak to this person and she will mention about her curse, as well as how it seemed her curse turned everyone in Moonahan into dogs. In order to break the curse on the town, she would need a Magic Water, so accept the **Curing the Curse of the Curs** quest from the Princess of Moonbrooke. If you've been looting every place up to this point, then you should have gotten two Magic Waters in the Kingsbarrow dungeon. You can also loot one in Gondolia, whenever you get there in the main story.



*: Thou wond'rest who I am, perhaps? In truth, I am princess of the realm in which thou standest—fair Moonbrooke.

Eleven finds 2 phials of magic water.

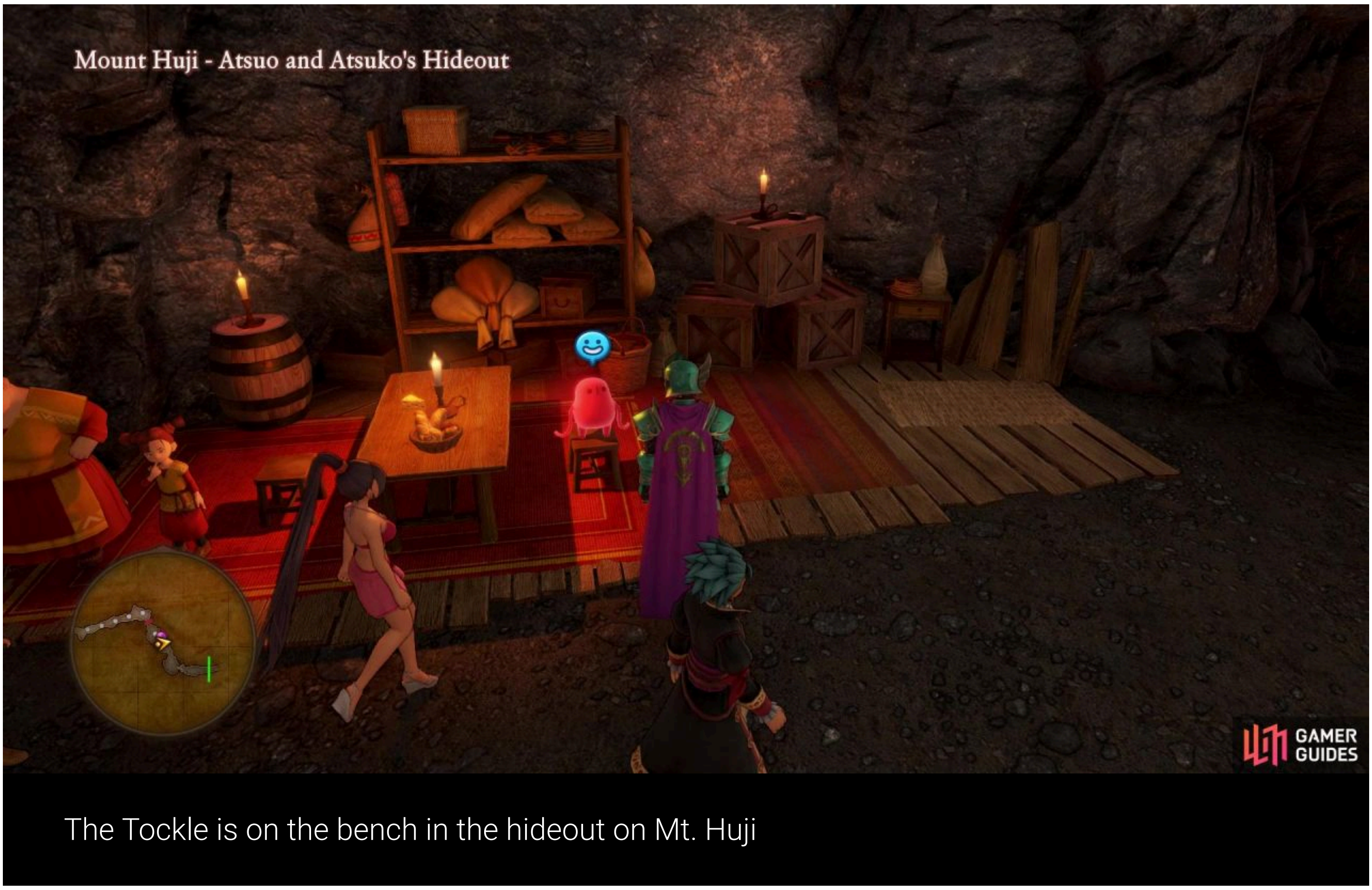
Speak with the Princess here to begin the quest for Moonahan (left), You got two Magic Waters in the Kingsbarrow, if you didn't use them (right)

If you wish to do some farming for a Magic Water, the Prestidigitator enemy has it as the rare drop, so it could be a while in order for you to get one. Fortunately, the Ancient Ruins area in the northern section of the Gallopolis Region has a bunch of those enemies standing around it. Once you have gotten a hold of a single Magic Water, return it to the NPC in Moonahan to finish the quest and receive a **Devil's Tail** accessory.

Cannock Castle

Pastword

Once you start doing the story bit in Hotto in the middle portion of the game, you will be asked to go to Mt. Huji. After the little event there upon first visiting, you will gain access to a secret hideout. On the one chair there in the secret hideout will be a red Tockle, who gives you the pastword.

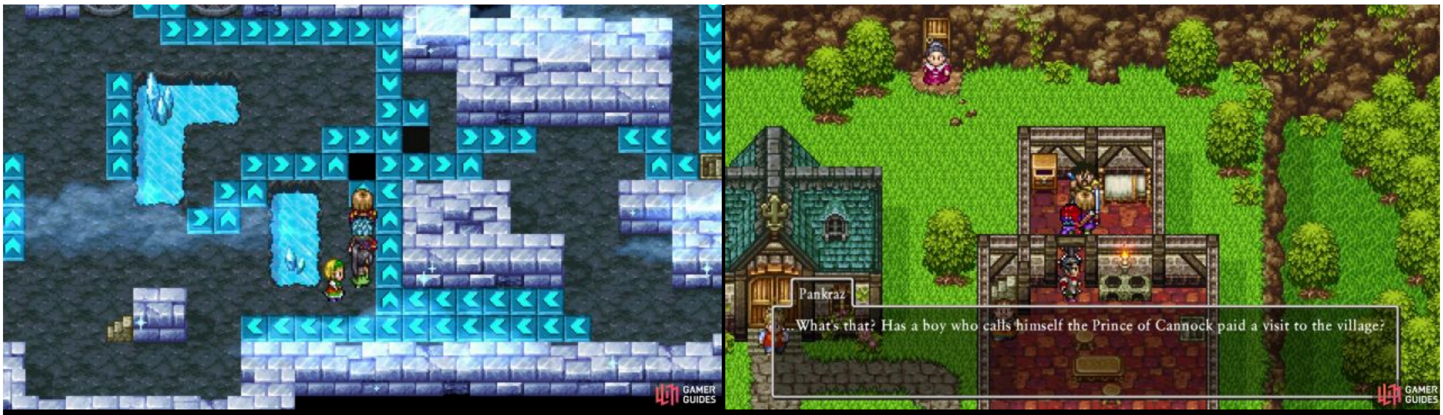


The Tockle is on the bench in the hideout on Mt. Huji

Walkthrough

Unfortunately, you will not be able to finish this area until you get into the final portion of the game, as it involves a few other Tickington spots. Upon arriving, feel free to explore, but you can't do anything, like grab that shiny treasure chest, so just speak to the king to get the quest. His son went off on an adventure to find some others to help vanquish evil, but he wants you to find the Prince. The first clue you have is that the Prince went to some Roamers, so your journey will lead you to **Roamer Encampment**. You will need to complete that area before you can progress this quest, so once you do that, then speak to Kiefer to learn that the Prince went to another place.

Your next stop is the **Imperial Pantry of Parthenia**. Use a Holy Water or Holy Protection, and make your way to the second floor. As soon as you do, you should see two holes to the northeast of the stairs. Simply waltz over and drop down the first hole to find Alena and her party. Speak to Alena to learn that the Prince did indeed stop by, but went on to a place called Whealbrook. Unfortunately, this is an area you don't have access to until you reach the final portion of the game and get the Ultimate Key. Once you manage to make it to Whealbrook and finish it, speak to Pankraz to learn that the Prince has moved to **The Neverglade**.



Pankraz

...What's that? Has a boy who calls himself the Prince of Cannock paid a visit to the village?

Drop down this left hole here to find Alena (left), Pankraz is located in this house here after doing the quest in Whealbrook (right)

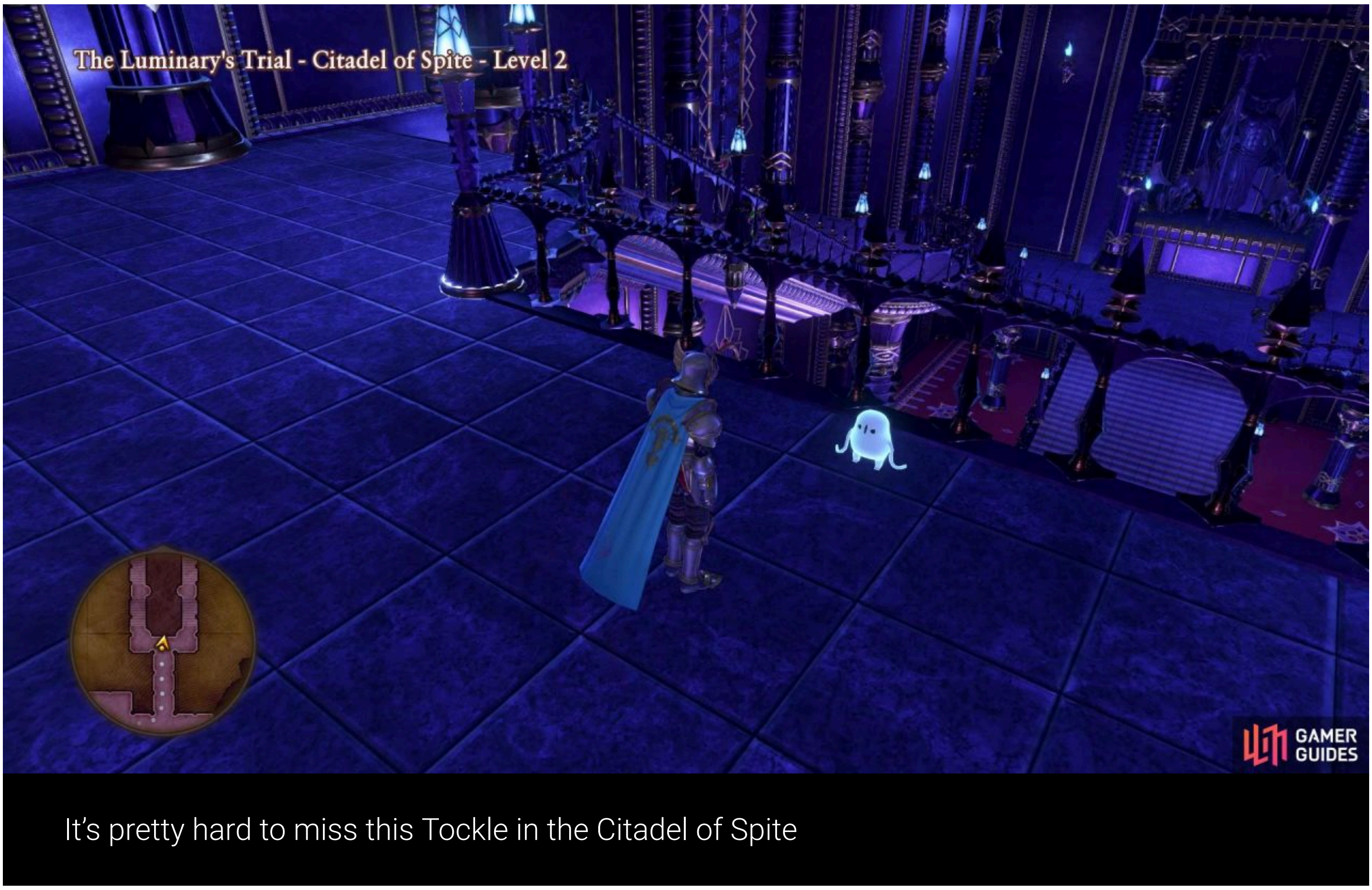
Travel to The Neverglade and go north, then east to find the Prince. While talking with him, you will have the option to use your Luminary powers to send him back to his own area. Do so, then return to the King who gave you the quest to receive your reward, a **Tectonic Plate**.

Tickington » Altar of the Legendary Line

Cave Leading to Rendarak

Pastword

The Tockle for this area is located in the **Luminary's Trial - Citadel of Spite**. It is found near the beginning, on the second floor, at the top of the stairs leading down to the first floor. You will need to go this way as you progress in the dungeon, so it's very hard to miss the Tockle, as it's out in the open.



It's pretty hard to miss this Tockle in the Citadel of Spite

Enemies

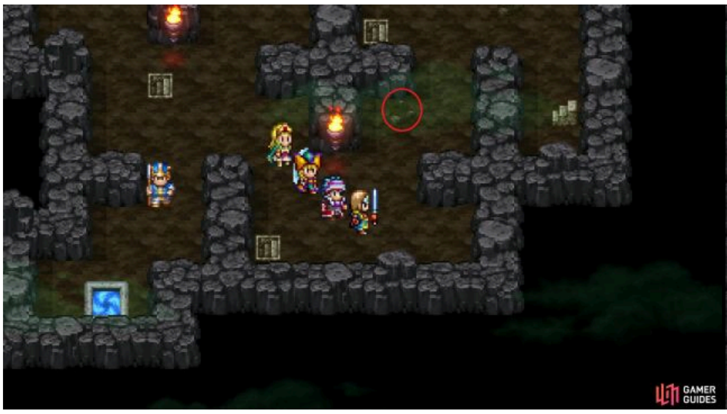
Monsters	HP
Batmandrill	~600
Bilhaw	~830
Ghoul	~180
Gnashturtium	~780
Harmachis	~4150
Hellbound Heretic	~880
Hybird	~410
Killing Machine	~420

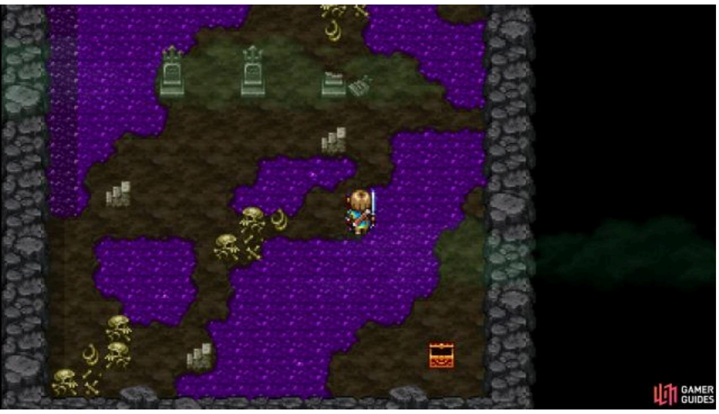
Monsters	HP
King Foo Dog	~360
One-Man Army	~610
Orc Chieftain	~580
Red Mist	~430
Tiger Jackal	~390
Troobloovoodoo	~460
Type G0	~1800
Whackolyte	~160

By the time you unlock this area, you have pretty much seen the majority of the enemies in some form. Thus, there's not really much to say about them. However, there are six enemies found only in this area, so if you're looking to fill out your bestiary, you will want to stick around to make sure you encounter them. Those are the **Batmandrill**, **Hellbound Heretic**, **Hybird**, **King Foo Dog**, **Tiger Jackal**, and **Troobloovoodoo**. You should likely run into them as you go through the place, but you will want to stick around on each floor until you've run into them. Of particular note is the Hellbound Heretic enemy, as its rare drop is the Black Tear material, which is normally only gotten by trading Serpent Souls to Krystalinda in Sniflheim.

Walkthrough

There is no denying that this dungeon can be a pain, as it is very confusing and it's easy to get lost. Luckily, the monsters here aren't really much trouble, since most of them are ones you've previously encountered, and the new ones are nothing special. That said, though, it can prove to be the worst dungeon out of the main Tickington areas. When you first arrive in the area, speak to the warrior in front of you to learn some restless armour has stolen Erdrick's signature gear and he wants you to return it, giving you the **A Robbery in Rendarak** quest. The first thing that needs to be said is that there are trap holes on the ground on a few of the floors. These are marked, though, by stones, so any time you see rocks on the ground, stay clear of them.



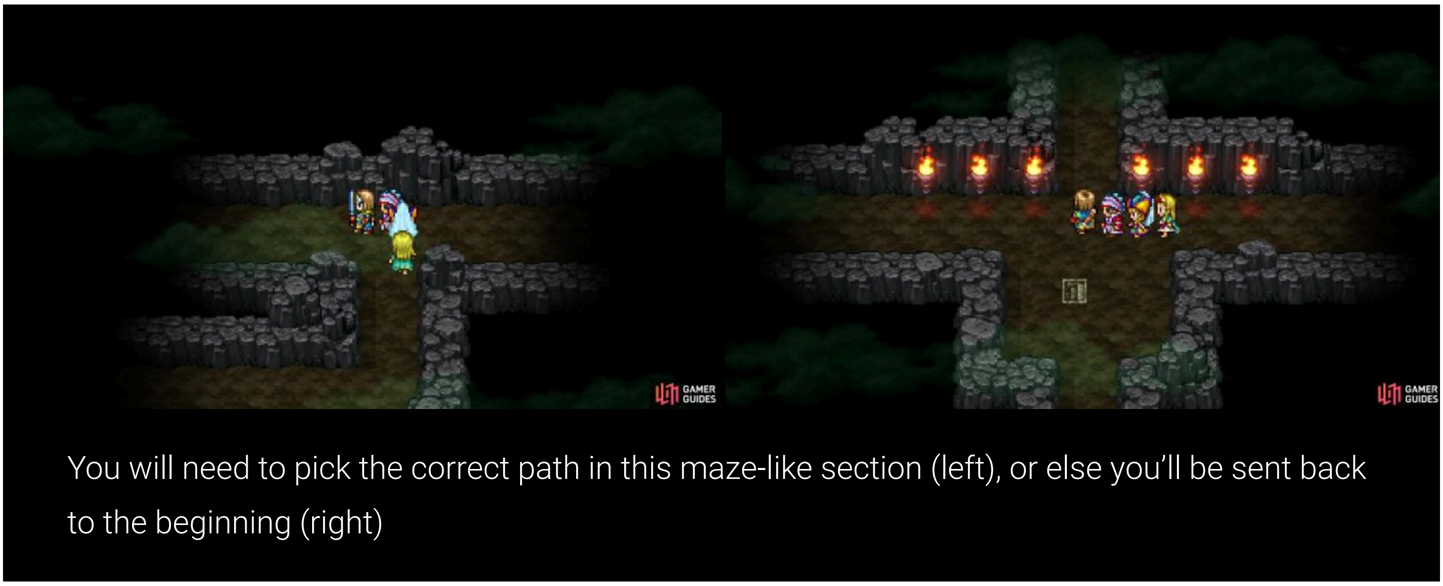


The trap holes are marked by rocks, so they are easily detectable (left), If you fall through, you will be put in a room with not so nice stuff (right)

On the first floor, there's a bunch of stairs leading both up and down. The ones leading down are for if you fall through a trap hole, so you can ignore them. To continue, you need to look for the one set of stairs going up towards the middle of the floor. As soon as you arrive on the second floor, you will see the restless armour fleeing to the left. Follow it to see a bunch of paths leading both up and down. When you reach the third set, go south to see the armour again. Follow it up the stairs to see it run off once more, but you should notice treasure chests, so let's get those now. Go southeast and then north to grab the chest that is east of your initial position, which is a **Thunderball**.

Return to the stairs that brought you to this floor and head west of them now, through the passage there. Continue west and climb the stairs until you reach a chest in an otherwise empty room, which contains a **Seed of Strength**. Double back to the last room you saw the armour and head north, stopping to open the chest you can see for **1383G**. Continue to the northern end of the map and then head west to some more stairs, leading to a path that will eventually end up with two chests, containing a **Seed of Deftness** and **570G**. Double back to the split from before and take the northeastern path to some more stairs.

You will eventually be on a floor with the armour, who falls through one of those trap holes in the floor. You should see a bunch of rocks on this floor, which means there's a lot of traps here. Carefully make your way to the stairs just south of your initial position on this floor, which will take you to a four way intersection. This part is a maze, so if you take the wrong exit, you will end up back at this intersection. Follow the instructions below to not get lost:



You will need to pick the correct path in this maze-like section (left), or else you'll be sent back to the beginning (right)

- East, Northwest, Northeast, East, Northeast, North, Northwest, North, East, and East

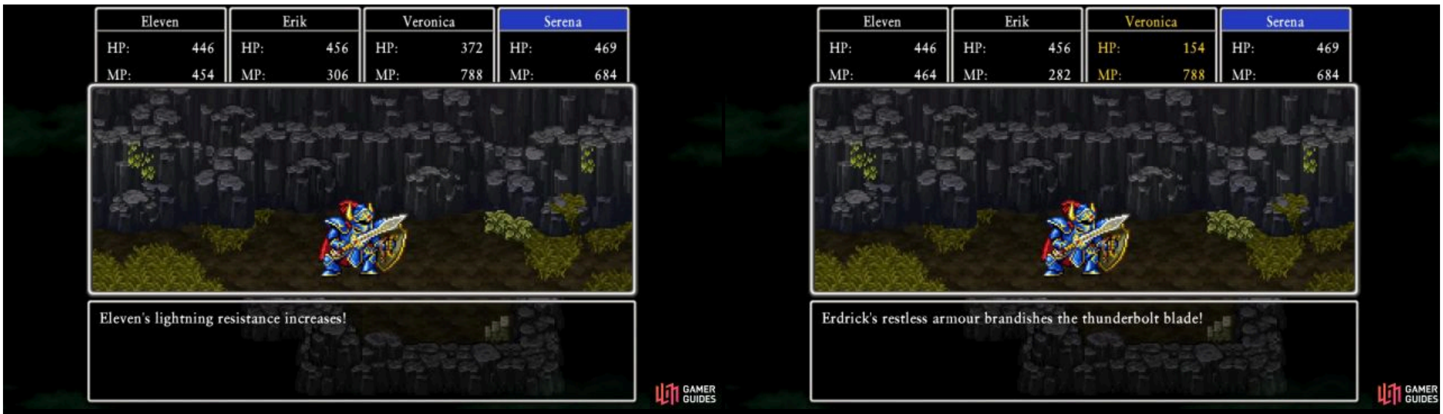
If done correctly, you should be in a room with the restless armour, who is just walking back and forth.

Heal up your party, restore MP if needed, then speak to the armour to start the boss fight.

BOSS - Erdrick’s Restless Armour

You will find that this boss is quite powerful, both offensively and defensively. It has around 4000 HP and acts twice every round. Some of its attacks are lightning-based, so if you have Serena in your party, then having her use Hymn of Thunder can help immensely. It can **brandish the Thunderbolt Blade** to summon some lightning, as well as use **Gigaslash** on the party. You will also want to watch out for **Kasap**, as the lowered defense can be detrimental with its physical attacks. You should try to counter this with Kabuff, if you get a chance to do it. In addition to the defense debuff, you will also see **Fizzle** from the armour, as well as **Moreheal**, which really shouldn’t do anything at this point in the game.

You might also see the boss use **Falcon Slash**, which should do a little bit more than its normal attack, but it shouldn’t be too bad if your defense is up. As previously mentioned, the boss has some good defense itself, so try to land a Sap on it to help with your own damage. At this point in the game, you should know how to react offensively, with Hero using Sword Dance, Erik using Divide and Double Down/ Fatal Slash, Jade using Re-Vamp and Multifeet, and Eight using Parallax/Gyrfalcon Slash.



Eleven		Erik		Veronica		Serena	
HP:	446	HP:	456	HP:	372	HP:	469
MP:	454	MP:	306	MP:	788	MP:	684

Eleven's lightning resistance increases!

Eleven		Erik		Veronica		Serena	
HP:	446	HP:	456	HP:	154	HP:	469
MP:	464	MP:	282	MP:	788	MP:	684

Erdrick's restless armour brandishes the thunderbolt blade!

Hymn of Thunder is a huge help in this fight (left), as it neuters some of the Armour’s offense (right)

With the restless armour finished, use Evac to return to the beginning of the cave (you can’t use the nearby stairs) and report you’re done. Your reward will be an **Uber Agate of Evolution**.

Tickington » Altar of Salvation

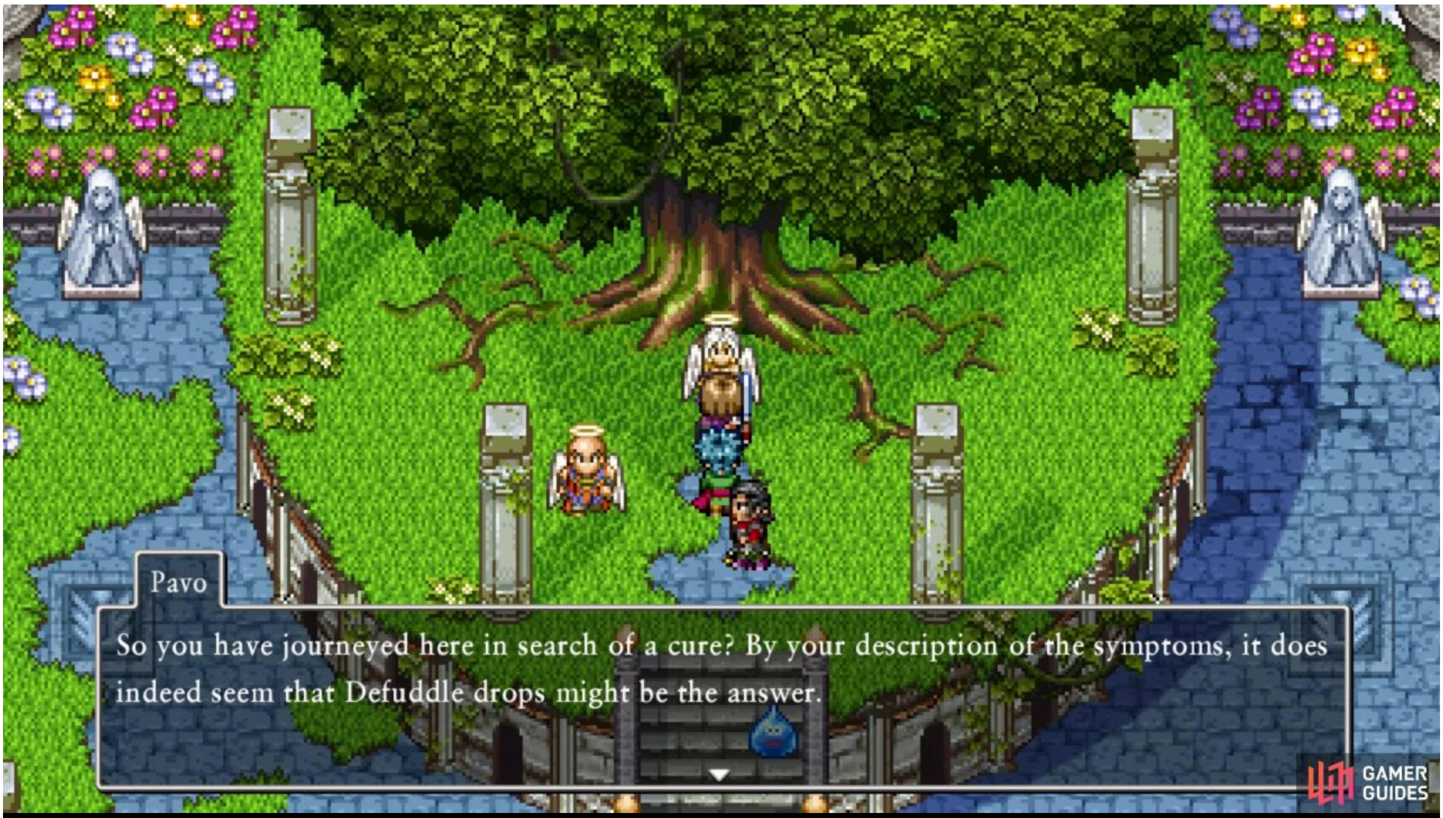
Erdrick's Future Home

Pastword

Once you reach The Warrior’s Rest Inn in the Zwaardsrust region, go inside and you will see the green tockle right there on the bottom floor.

Walkthrough

Upon heading to this area, you will be in a small room with a bunch of people. Speak with the woman in the top center of the room to find out that she is planning on marrying Ortega, but the townspeople seem to have gone a little crazy. The townspeople seem to have gotten crazy, though, as they aren’t exactly all too thrilled about this wedding now. She gives you the quest, **An Endangered Engagement**, asking you to get some Defuddle Drops. To get these, you need to head to the Altar of the Starry Skies - The Observatory, then speak with Pavo there. He will hand over the **Defuddle Drops**, so return to Erdrick’s Future Home to hand them to the soon-to-be-bride.



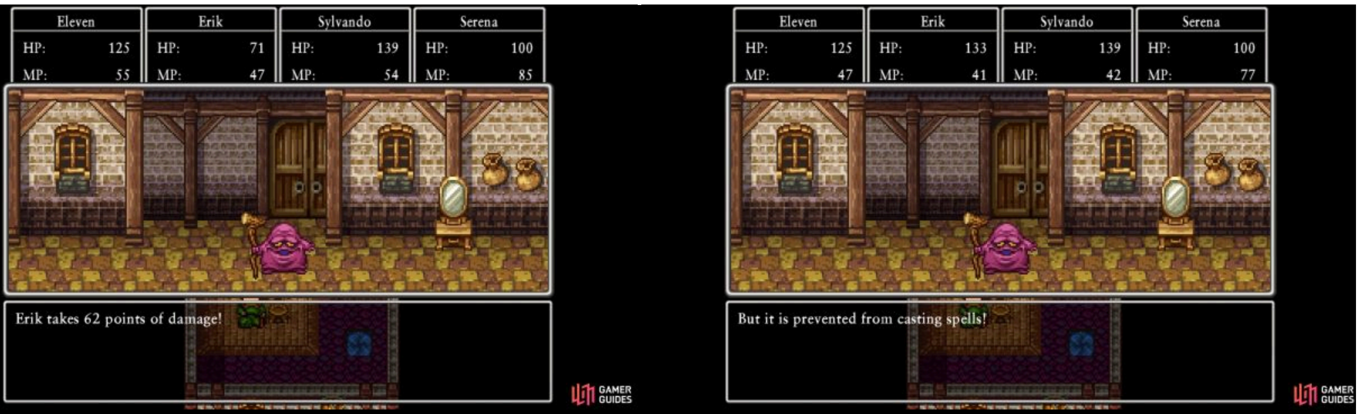
Pavo

So you have journeyed here in search of a cure? By your description of the symptoms, it does indeed seem that Defuddle drops might be the answer.

Speak to Pavo at the Observatory to get the Defuddle Drops

Make sure you’re prepared before handing over the Defuddle Drops, though, as you will be forced into a boss battle. The **Archfiend’s Acolyte** will be your dance partner here, and he can be a bit of a pain, as he is pretty much heavy on magic. He has access to Whoosh, which hurts your entire party for decent damage, as well as Frizzle, a fire-elemental spell that can hit a single target for upwards of 60+ damage. To make things even more annoying, it can use Dazzle on your party to make them connect less with physical attacks.

The Archfiend's Acolyte can also put a single character to sleep if it does something with its eyes. This can be a bit of a longer battle, since the boss has somewhere around 700 HP. It can also be a bit of a challenge, since Frizzle hits hard at the point when you can first take it on. However, you can make things a lot easier on yourself if you can get Fizzle to land with Serena. Doing this will make it so the Acolyte cannot use spells like Whoosh or Frizzle, so its damage output will be severely nerfed. If you can keep this on the boss at all times, this fight is a lot easier.



Eleven	Erik	Sylvando	Serena
HP: 125 MP: 55	HP: 71 MP: 47	HP: 139 MP: 54	HP: 100 MP: 85

Erik takes 62 points of damage!

Eleven	Erik	Sylvando	Serena
HP: 125 MP: 47	HP: 133 MP: 41	HP: 139 MP: 42	HP: 100 MP: 77

But it is prevented from casting spells!

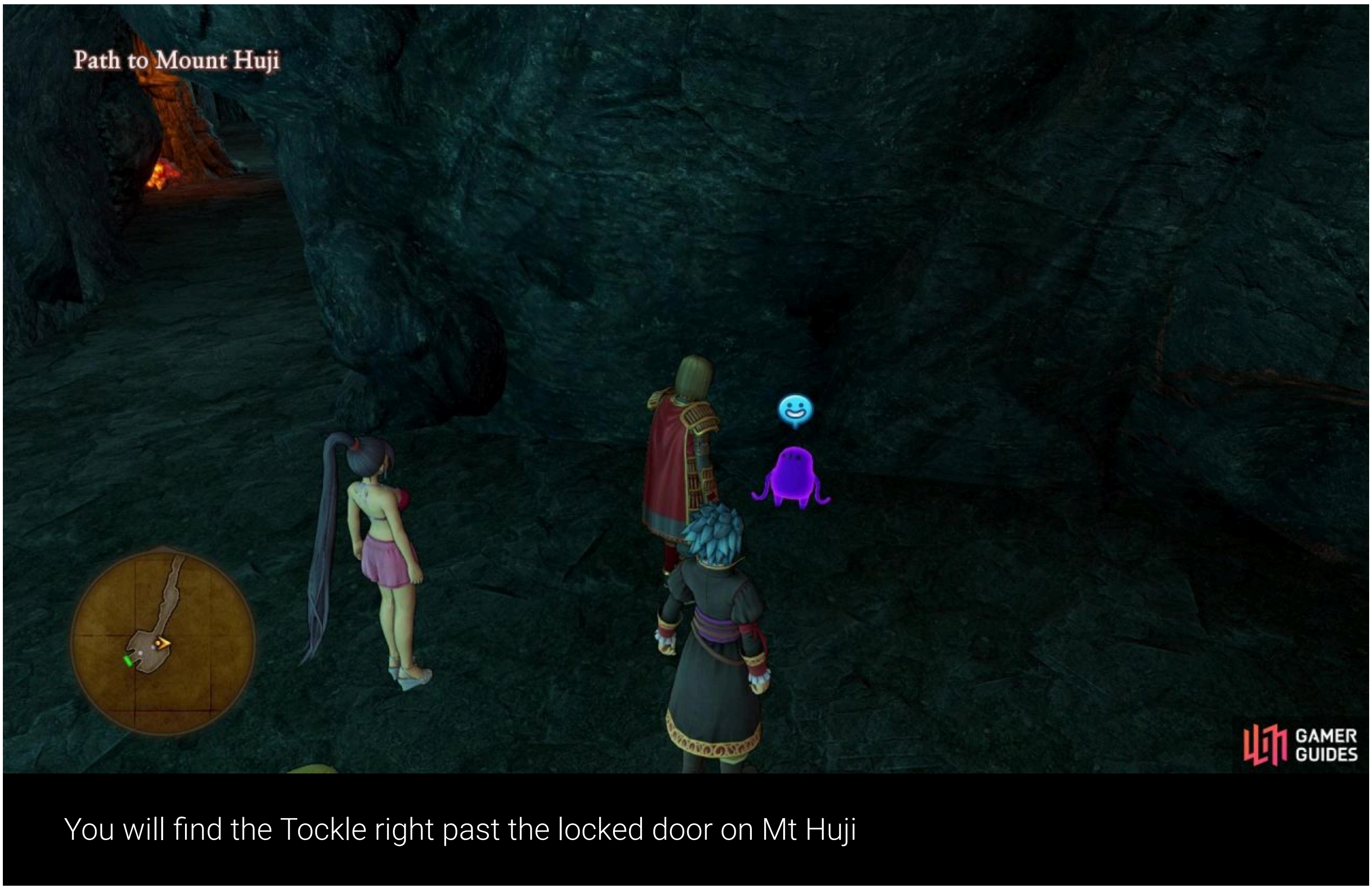
Frizzle can deal a lot of damage to a single target (left), but using Fizzle on the boss prevents it from casting spells and makes him easier (right)

Once you defeat the Archfiend's Acolyte, you will be finished with this little sidestory and will receive a **Gold Rosary** as your reward.

Baramos's Castle

Pastword

Once you finish up the story events in Hotto in the middle portion of the game, you can go receive the Crucible Key from the maid in Miko's temple. This will allow you to go through the one locked door in Mt. Huji, which is required in order to progress the story. As soon as you pass through that locked door, you should see a purple Tockle, so speak to it to get the pastword. Note that if you're playing in 2D Mode, you can receive this pastword without requiring the Crucible Key, as the Tockle is on the one path.



You will find the Tockle right past the locked door on Mt Huji

Enemies

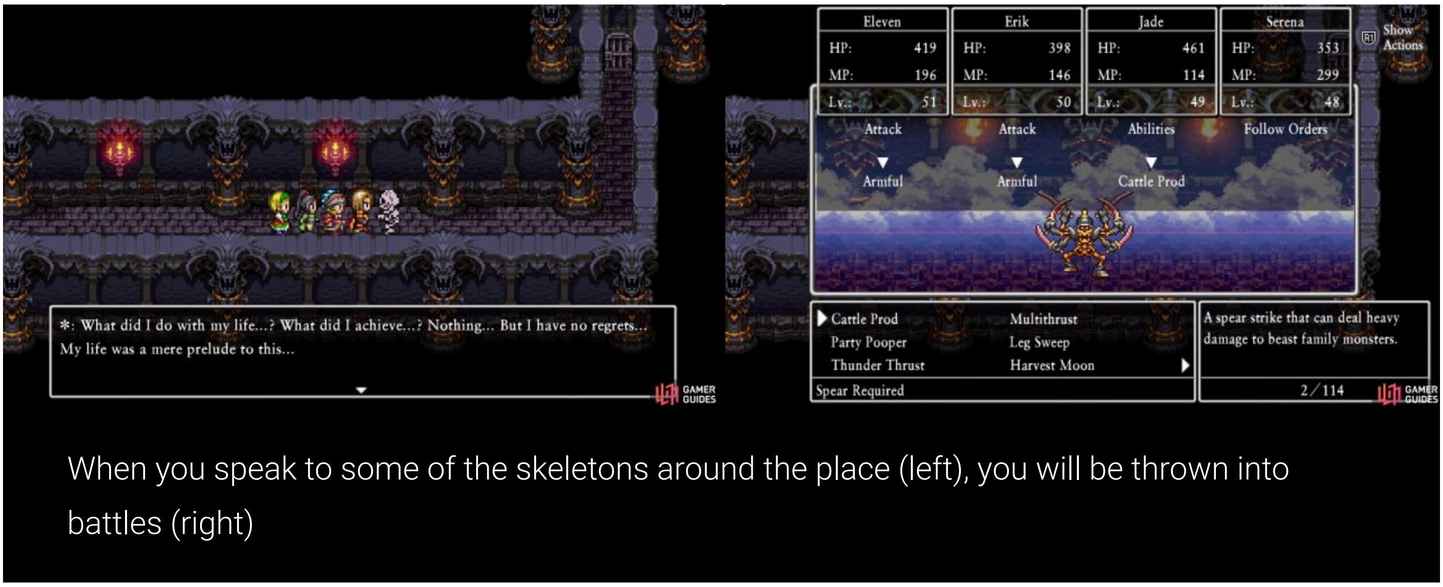
Monsters	HP
Armful	~550
Boreal Serpent	~480
Infanticore	~360
Leger-de-Man	~260
Liquid Metal Slime	~8
Living Statue	~300

Monsters	HP
Silhouette	~170

These are all enemies you've seen before, so there's really nothing to say here. Note that Liquid Metal Slimes can appear here, so that's always a plus if you happen to come across one.

Walkthrough

Upon entering the area, speak to the King of Portoga, who speaks of some monsters trying to resurrect Baramos, their fallen master. He will give you the quest, **Bringing Back the Big Bad**, and you can be on your way. Note that you can talk to some skeletons walking around throughout this place, with some of them actually triggering battles. Except for one instance, you can avoid these at all costs. To get started, go through the gate right next to the king and take the stairs going down, which will put you in a dungeon-y type place. Head eastward and speak to the skeleton in the way, triggering a battle against an Armful enemy. Continue east and enter the room at the end of the hall, opening the chest there for a **Grubby Bandage**.



*: What did I do with my life...? What did I achieve...? Nothing... But I have no regrets... My life was a mere prelude to this...

A spear strike that can deal heavy damage to beast family monsters.

Eleven
HP: 419
MP: 196
Lv.: 51
Erik
HP: 398
MP: 146
Lv.: 50
Jade
HP: 461
MP: 114
Lv.: 49
Serena
HP: 353
MP: 299
Lv.: 48
Show Actions
Attack
Armful
Attack
Armful
Abilities
Cattle Prod
Follow Orders
Cattle Prod
Party Pooper
Thunder Thrust
Multithrust
Leg Sweep
Harvest Moon
Spear Required
2/114
GAMER GUIDES

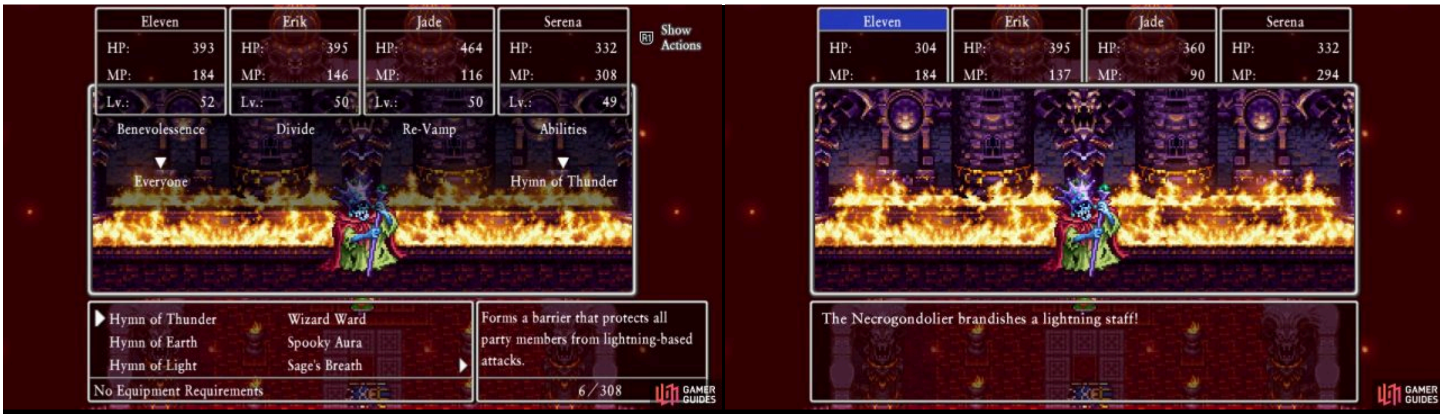
When you speak to some of the skeletons around the place (left), you will be thrown into battles (right)

Feel free to cast Evac at this point to return to the starting point, as that's all you need down here. Take a journey to the eastern end of the courtyard here, all the way to the wall, and venture north through the little gap there. You will find a door back here, so go through it and take the stairs inside. On the next floor, go west and use the next set of stairs to go back downstairs. You can speak with the king here, but it's not needed, so venture south, past the electric floor, and go up the stairs in the southeast. Continue east and down the stairs there, then loot the three chests to obtain a **Seed of Defence**, **Prayer Ring**, and a **Seed of Agility**.

Return to the previous spot with the electric floor, using the stairs in the southwest corner this time. Go east, use the stairs on that side, then head to the northeast corner and climb those stairs. Follow the path here, until you reach a door that takes you outside with some more NPCs. There will be another door to the left of those NPCs, with that path eventually taking you to a throne room that has more electric flooring, as well as a chest **(Saint's Ashes)**. After looting the chest, if you look closely, there is a set of double doors south of the throne. Go through these to get back outside, then use the stairs to the east to arrive in the boss' chamber. If you talk to any of the lesser skeletons, you will be thrown into a battle with a Wight Prince, but it's not really worth it, so speak with the one on the throne to begin the boss battle.

BOSS - Necrogondolier

The fight against the Necrogondolier isn't too bad, although you don't want to exactly thing he's a pushover. He has around 2700 HP, and his normal attack will probably do around 80+ damage to a character, depending on their defense. By far, his most damaging skill is when he **brandishes a lightning staff**, as this will hit the entire party for up to 120+ damage. If you are using Serena, then you could do something like Magic Barrier or Hymn of Thunder to help reduce the damage. If you have the Benevolessence item, that also casts Magic Barrier on the party.


Eleven
HP: 393
MP: 184
Lv.: 52
Erik
HP: 395
MP: 146
Lv.: 50
Jade
HP: 464
MP: 116
Lv.: 50
Serena
HP: 332
MP: 308
Lv.: 49
Show Actions
Benevolessence
Everyone
Divide
Re-Vamp
Abilities
Hymn of Thunder
Hymn of Thunder
Hymn of Earth
Hymn of Light
Wizard Ward
Spooky Aura
Sage's Breath
No Equipment Requirements
6 / 308
Eleven
HP: 304
MP: 184
Erik
HP: 395
MP: 137
Jade
HP: 360
MP: 90
Serena
HP: 332
MP: 294

Forms a barrier that protects all party members from lightning-based attacks.

The Necrogondolier brandishes a lightning staff!

Serena's Hymn of Lightning is great for this fight (left), since the boss' strongest move is the lightning staff one (right)

Necrogondolier also has access to Crackle, which does hit the entire party, as well as Kazam, which only hits a single character. Note that the boss does seem to have a higher than normal critical spell chance, especially with Kazam. Necro also has Moreheal in his arsenal, but this heal should be low enough that it doesn't bother you in the slightest, especially since your damage output should be far above it. The boss does get two actions per turn, so depending on what he does, your characters might be hurting pretty bad. However, to counter this, you probably do want to queue up a healing spell/skill every turn, just to be on the safe side. Offensively, you can go with Sword Dance/Unbridled Blade for the Hero, and Multithrust/Multifeet with Jade.

When the battle has been won, Evac back to the start and speak with the King of Portoga for your reward, some **Dracolyte**. You will also unlock a new area, **Baramos's Castle - Later On**, which is very challenging, so it might be a good idea to wait until a little later in the game to tackle it.

Tickington » Altar of Salvation

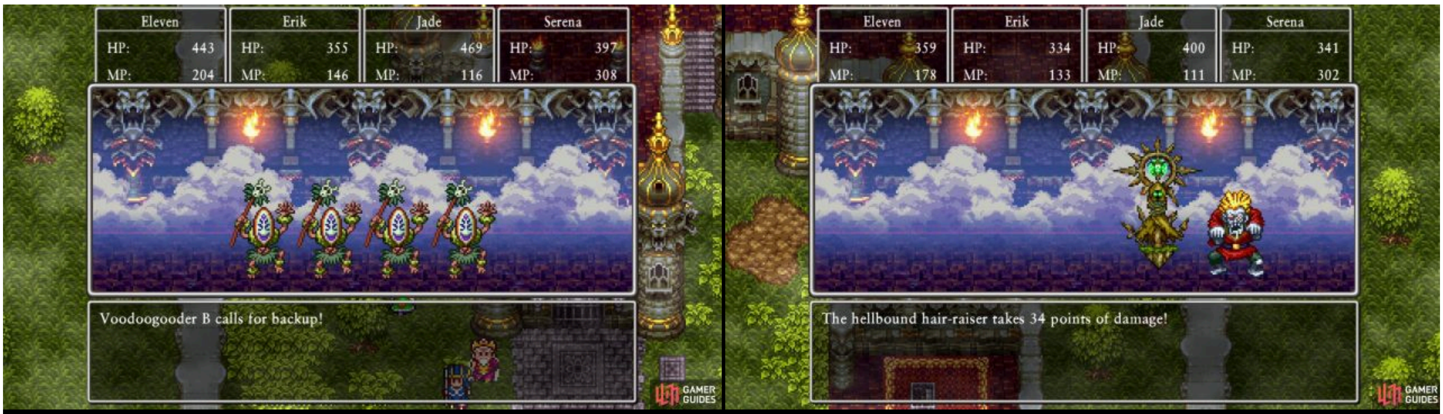
Baramos's Castle - Later On

Unlock

You will unlock this area upon complete **Baramos’s Castle** and receiving your reward from the King of Portoga.

Enemies

Monsters	HP
Bloody Hand	~180
Corpse Corporal	~260
Cureslime	~160
Dragon Zombie	~590
Elysium Bird	~250
Hellbound Hair-Raiser	~600
Leger-de-Man	~260
Lethal Armour	~510
Manticore	~790
Stone Guardian	~590
Ursa Major	~500
Voodoogooder	~210


Eleven
HP: 443
MP: 204
Erik
HP: 355
MP: 146
Jade
HP: 469
MP: 116
Serena
HP: 397
MP: 308
Eleven
HP: 359
MP: 178
Erik
HP: 334
MP: 133
Jade
HP: 400
MP: 111
Serena
HP: 341
MP: 302
GAMER GUIDES
GAMER GUIDES

Voodoogooder B calls for backup!

The hellbound hair-raiser takes 34 points of damage!

The Voodoogooder is one of two enemies exclusive to this area (left), The other exclusive enemy is the Hellbound Hair-Raiser (right)

Walkthrough

Despite your best efforts, it seems that Baramos has been resurrected, so it's time to take him out once more. Speak with King of Portoga once more to get the quest, **The Big Bad's Back Anyway!**, then it'll be time to venture back to the same spot where you fought the Necrogondolier from the first visit here. Note that instead of there being skeletons, you will find demons roaming about, which function the same as the skeletons from before. There are two enemies in this area that's exclusive to it, the **Voodoogooder**, and the **Hellbound Hair-Raiser**, both can be fought in the area where you start. So, if you're looking to have a complete bestiary, that's where you can find them.

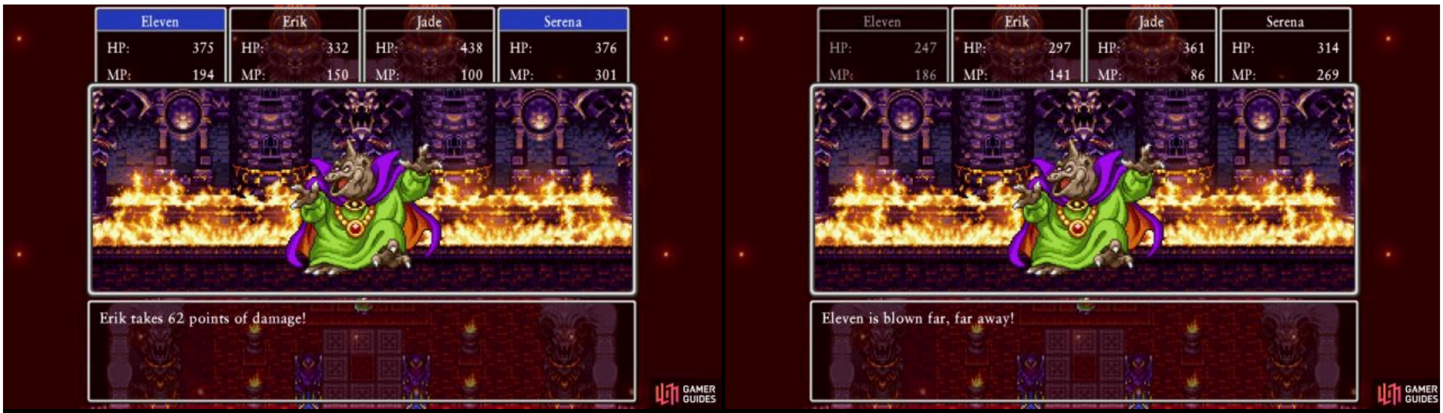
:::tip:
If you have Stronger Monsters active, it might be a good idea to delay doing this area until the final portion of the game, when you have better equipment and a few extra resources available to you.
:::

There is nothing new, in terms of treasure, on this revisit, so there is no need to explore, other than getting the enemies above. The boss at the end is quite powerful, so you will want to make sure you're fully prepared for it, if you're doing this before finishing the middle portion of the game. Being around level 50 is ideal, and you want protection against the Light element (not Lightning). The Hero should have the Wolf Dragon Armour, at least, which does offer some Light protection. Mirror Earrings, when forged to +3, will reduce Light damage by 25%, which should help a lot. You also have Serena and her Hymn of Light spell, which can help reduce it even more. You definitely want one healer and depending on the damage done to you, you might want a second one. When you're ready, make the trek back to the room you fought Necrogondolier and speak with Baramos to start the fight.

BOSS - Baramos

As already mentioned above, this is a pretty hard boss fight, even moreso if you attempt it at the end of the middle portion of the game. He has a whopping 7500 HP, which is a whole lot more than anything you've faced thus far, and can dish out some major damage. Baramos' normal attack can hit upwards of 160+ damage, and he might even do a critical attack that hits even more, although this doesn't seem to happen often at all. Baramos does get two actions per turn, so this means that you will potentially have to contend with a lot of damage. By far, the most damaging move is Kaboom, which can deal upwards of 180+ damage to the party, when you don't have any protection against it.

Of course, with the equipment mentioned above and Hymn of Light, then you can reduce this by a lot. Another thing that is detrimental to the battle is Kafuddle, which can confuse your party members. Naturally, Serena has Snap, Crackle, Poof to help protect against ailments, but it's not really worth bothering with it in this battle, since you should be doing other things with her. In fact, Hymn of Light should be her first action, then you should probably be doing Multiheal every turn after that, just to be on the safe side. Outside of Kaboom, Baramos has Kafrizz, which hits a single character for decent damage.


Eleven HP: 375 MP: 194
Erik HP: 332 MP: 150
Jade HP: 438 MP: 100
Serena HP: 376 MP: 301

Erik takes 62 points of damage!

Eleven HP: 247 MP: 186
Erik HP: 297 MP: 141
Jade HP: 361 MP: 86
Serena HP: 314 MP: 269

Eleven is blown far, far away!

With proper protection, Kaboom will do a lot less damage than normal (left), Bazoom will remove a party member from combat for a few turns (right)

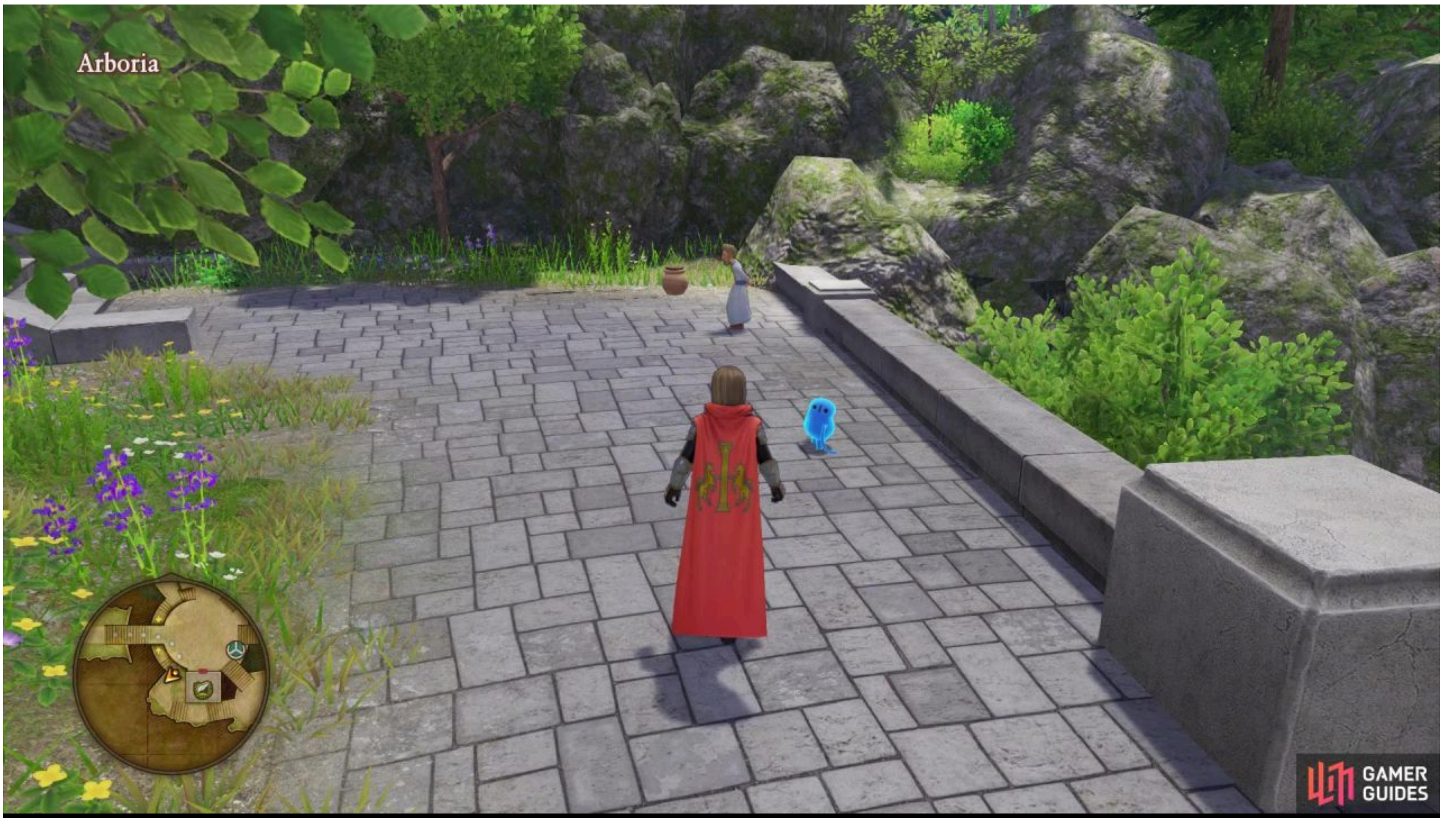
He also has a fire breath attack that can hit for 120+ damage to the party. This can be mitigated with Insulatle, but the Sage's Staff can also cast Insulatle if you use it like an item. The last move in Baramos' repertoire is called Bazoom, which literally blows away one of your characters for a few turns. There's nothing you can do to protect yourself from this, other than just hope it misses and that someone important, like a healer, isn't the one blown away. Offensively, you will want to be doing the same thing you have been doing, which is to try and Oomphle your main damage dealers (Hero and Jade/Eight), then use their strongest single-target skills.

Hopefully, you can survive against Baramos and actually bring him down in the second portion of the game. If not, you can always save him for later. Once you do win, report back to the King of Portoga and get your reward, a pair of **Golden Claws**. These are pretty nice claws, since at +3, they offer a +10% to critical hit rate. However, they are a bit cursed, as your encounter rate goes up in 2D Mode and enemies, no matter how weak, will chase after you in 3D Mode.

Imperial Pantry of Parthenia

Pastword

Once you reach Arboria in the main story, go into the town and down the stairs by the item shop. On the western side down there, you will find a blue Tockle that will give you the pastword.



The Tockle can be found behind the item shop in Arboria

Enemies

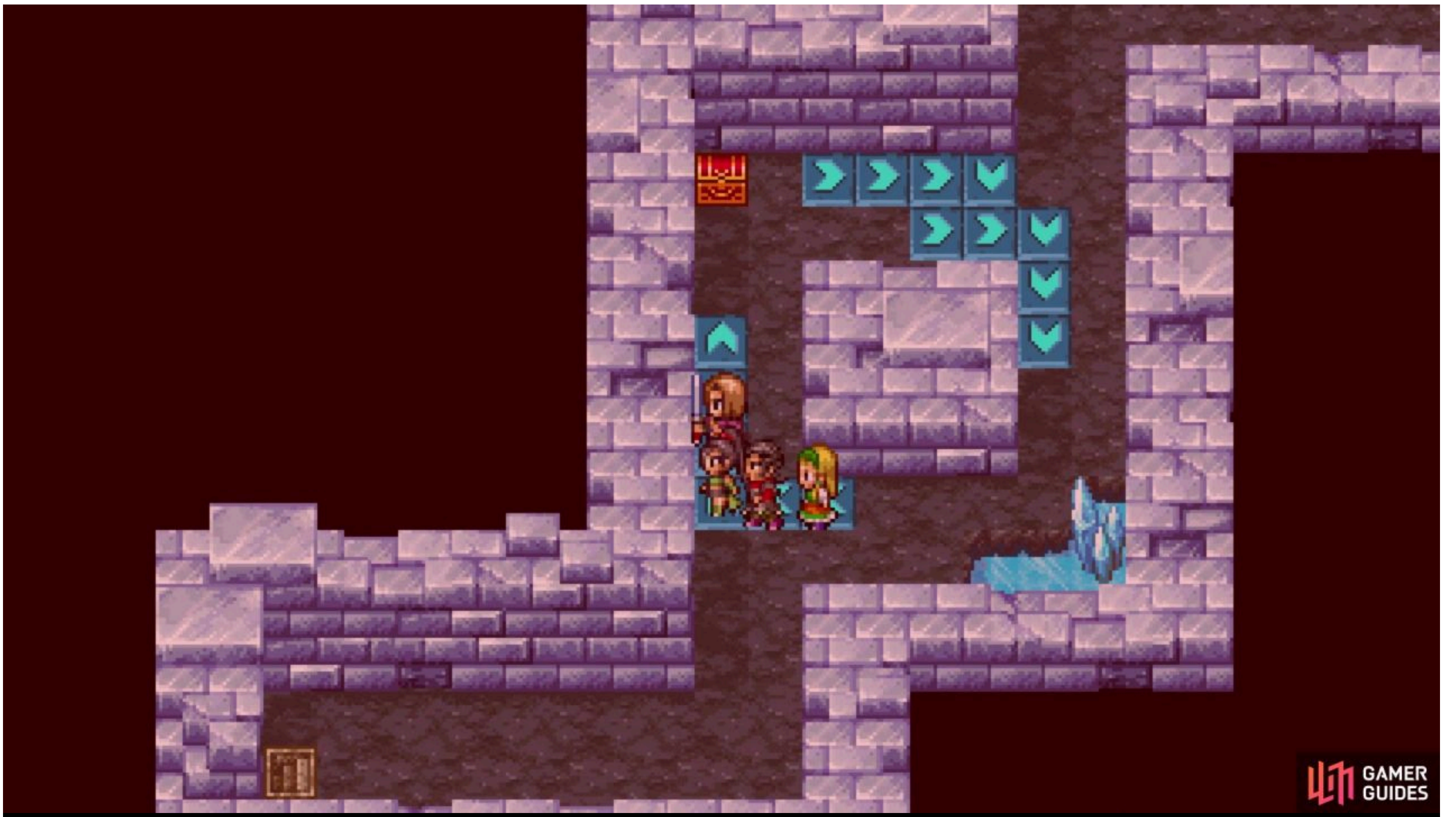
Monsters	HP
Bamboozler	~140
Cheater Cheetah	~375
Crack-Billed Platypunk	~130
Foo Dog	~110
Grim Keeper	~300
Heedoo Voodoo	~130
King Slime	~500
Medislime	~90

Monsters	HP
Mushroom Mage	~95
Stump Grump	~110

If you've been fighting everything up to this point in the game, then some of these enemies should be familiar to you. Despite possibly running into them earlier, the King Slimes are definitely one of the more annoying enemies, due to acting twice per round and just having a good bit of HP under their belt. Likewise, the **Cheater Cheetah** has a bit more HP than the other enemies, so it's going to take a little more than a single attack or two to bring it down. The **Heedoo Voodoo** can summon a Toxic Zombie into the battle, which you have seen before in the caves underneath Octagonia. The **Bamboozler**, **Foo Dog**, and **Grim Keeper** are only found in this area, while the Heedoo Voodoo is only found in this Tickington area and one other.

Walkthrough

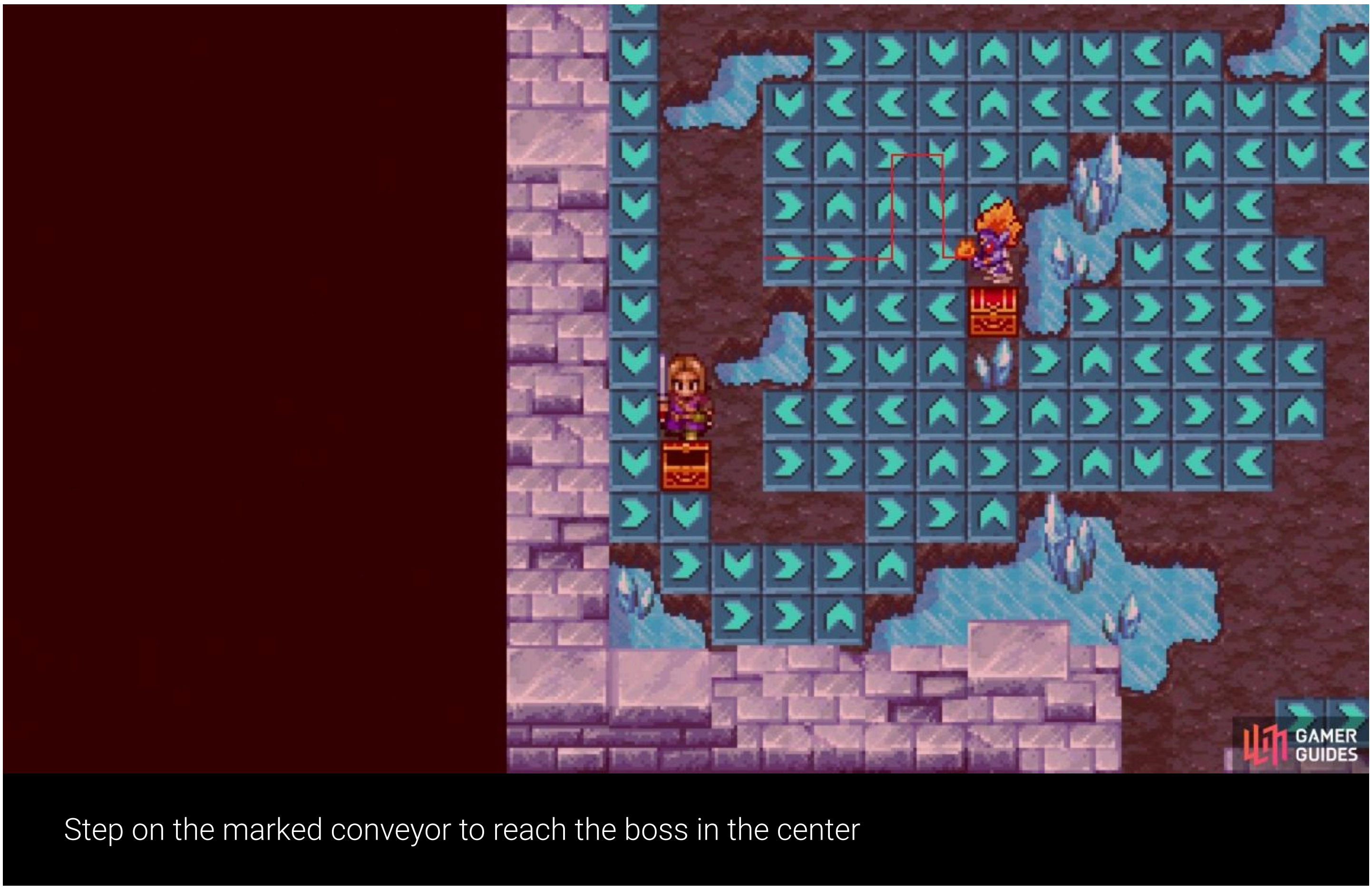
The book will deposit you straight into a dungeon, where you will see some arrows on the ground. Stepping on these will force you to move in the direction of the arrows until you stop. Move south and step on the southern of the two initial "conveyors" to reach the chest, which contains a **Seed of Agility**. Take the other conveyor to get back on the main path, then follow it to the end, using the stairs to descend to the next floor. Here, you will find Alena and her crew, who are looking for the Feverfew Seed. Speak to her companion at the far back to receive the quest, **Fiery Feverfew Seeds**.



Once you step on any of the arrows, you're stuck until the end of its path

This room will be a bit more puzzly in its nature, since there's a lot of different paths to take with the conveyors. There are two along the western wall and you want to step on the left one, which will deposit you just above it. Carefully avoid the other conveyor here and open the chest in the upper left, for a **Seed of Magic**. Step on the conveyor next to you to be sent over to the eastern side of the room. There will be two conveyors to your southeast, so get on the western of the two, then step on the western of the two conveyors right to your left. This will put you into a position where you can head to the big doors, go through them and grab the chest inside that little room, which contains a **Robe of Serenity**.

Exit that room and go east a little bit, using the conveyor to reach the other chest you can see, which contains **800 gold**. Use the conveyor to get out of there, then look to the southeast to spot two more. Step on the left one, then carefully move east and south until you reach some stairs. You should now be in a big room with a bunch more conveyors, as well as the creature making things hot, sitting in the middle. Move towards the northeastern corner and take the conveyor at the far right end there to get to the top of the room.



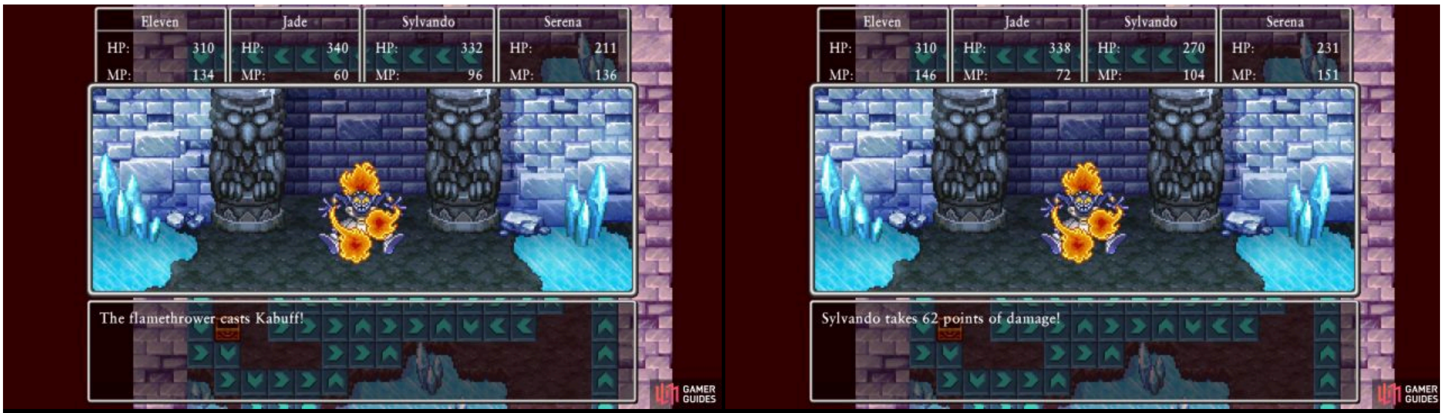
Step on the marked conveyor to reach the boss in the center

With the set of conveyors below you, step on the third one from the left side to be deposited on the left side of the room. Here, you can access the chest there, which is actually a Cannibox. Defeat it to be rewarded with a **Seed of Skill**. While still on this side of the room, look at the conveyors to your right. From the top, you will want to step on the fourth one from the top to reach the boss in the center of the room.

BOSS - Flamethrower

While you may run into some of these in the main game as normal enemies, this one is a boss version and has more HP, around 1300 or so. Overall, though, this shouldn't be too hard a fight and it can be made easier by having some fire protection. If you have Serena in your active party and she has started diving into the Harpistry tree, Hymn of Fire will help protect you a little bit from some of the boss' moves. The Flamethrower can act twice per turn, busting out moves like Kabuff, as an example. One of the boss' more dangerous move is **throwing a burning ball** at a single character, which can deal in the range of 70+ damage.

You also have a breath-like attack, which can deal around the same damage as above, but to the entire party. Both Serena and Rab should have Multiheal at this point, and Sylvando should have Hustle Dance by now. Use these when necessary to heal up, especially if you see the party attack happen to you. As far as what moves to use, the standard Cutting Edge/Unbridled Blade for the Hero, and Multithrust with Jade.



	Eleven	Jade	Sylvando	Serena
HP:	310	340	332	211
MP:	134	60	96	136

The flamethrower casts Kabuff!

	Eleven	Jade	Sylvando	Serena
HP:	310	338	270	231
MP:	146	72	104	151

Sylvando takes 62 points of damage!

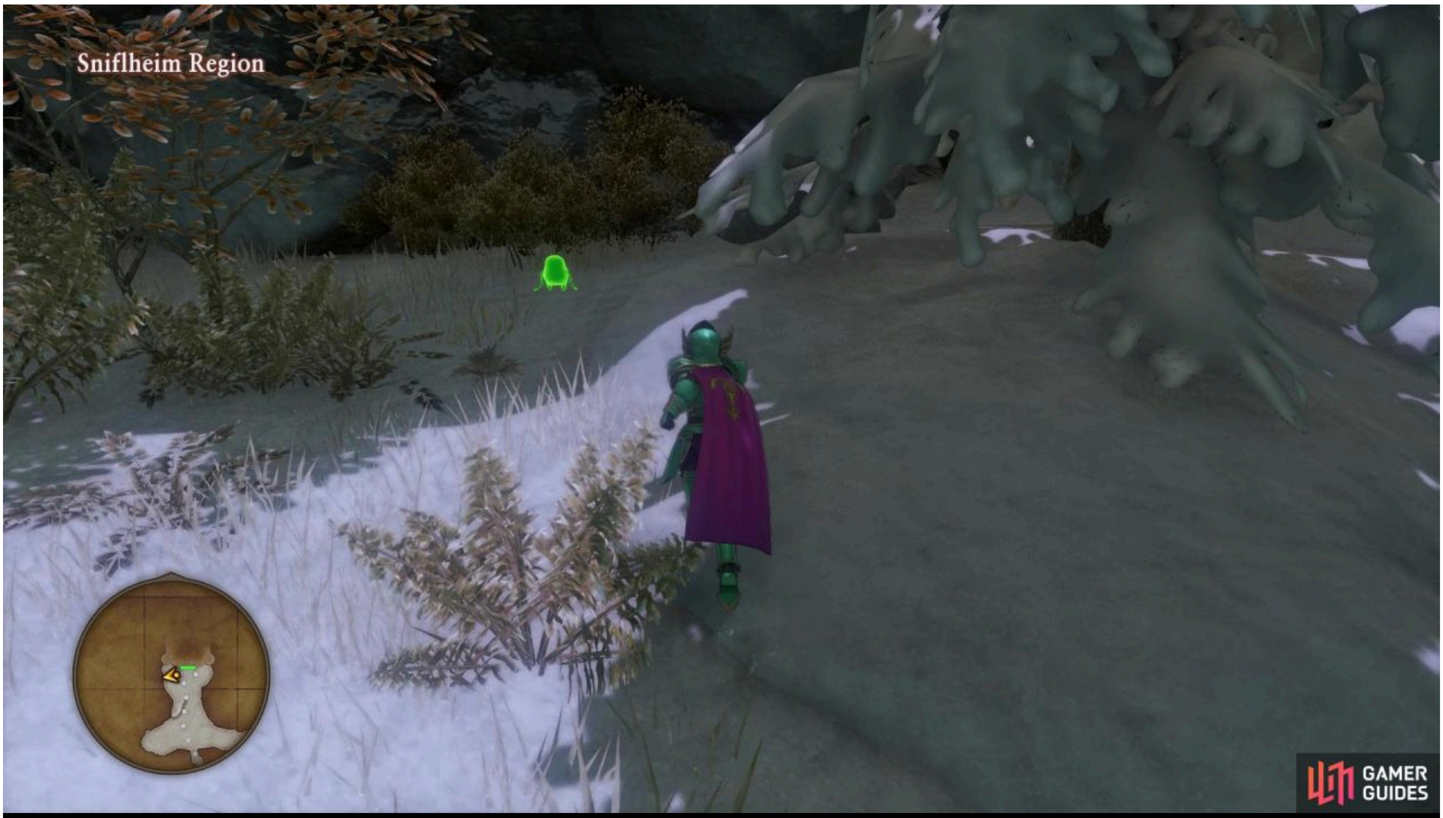
The boss will use Kabuff to mitigate the physical damage done to it (left), The boss' fire attacks can put a hurting on your characters (right)

Once you bring down the boss, things will return to normal in the cave (you can't open the chest next to the boss). Use Evac to return to the beginning of the cave, then make your way back to the second floor, reporting your success to the NPC who gave you the quest. Your reward for completing this is a **Holy Talisman**.

Rose's Room

Pastword

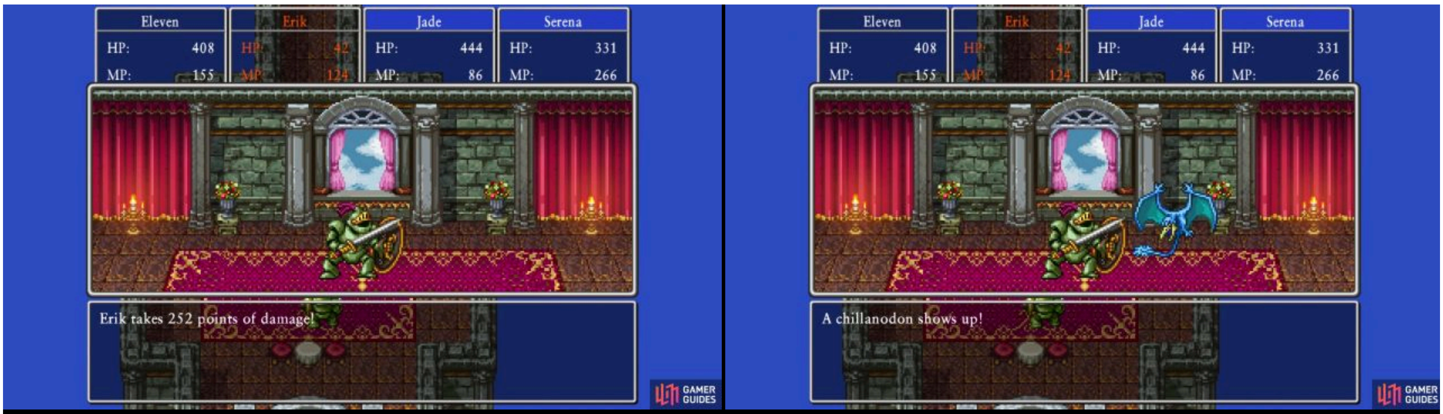
During the middle portion of the game, you will be in the Sniflheim region and have to visit a dungeon, called Glydenhal. Before you enter the place, though, look to the west of the entrance to spy a green Tockle, so speak to it to get the pastword.



West of the entrance to Glydenhal will be this Tockle

Walkthrough

As you appear in this area, go south and into the next room to find some NPCs being chased by a monster. Interact with any of the NPCs to trigger a battle with an enemy called **Sir Roseguardin**. There's nothing fancy about this battle, as it's pretty much a straight up physical one. Roseguardin can use the **Sphere of Silence** to seal your characters' spells, as well as summon Chillanodons. These enemies are nothing new, though, so they should be easy to dispatch and makes Roseguardin waste a turn summoning more. However, Roseguardin does hit quite hard and can also do a desperate attack, meaning it bypasses your defenses, even if you stack Kabuff on your team. Roseguardin has around 1900 HP, so it shouldn't take long to bring him down.



	Eleven	Erik	Jade	Serena
HP:	408	42	444	331
MP:	155	124	86	266

Erik takes 252 points of damage!

	Eleven	Erik	Jade	Serena
HP:	408	42	444	331
MP:	155	124	86	266

A chillanodon shows up!

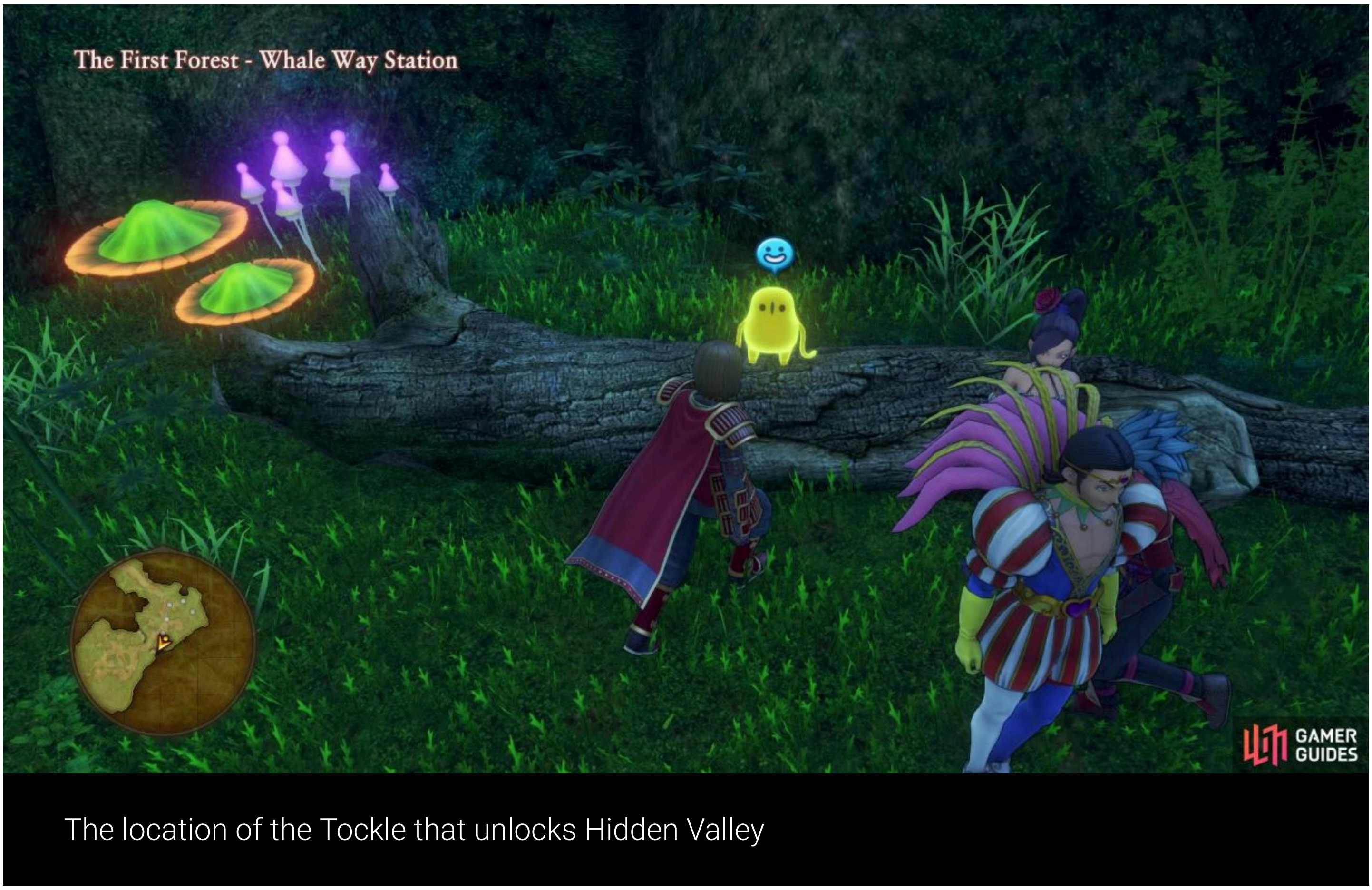
Sir Roseguardin's critical hits deal a lot of damage (left), He can summon Chillanodons to join in the battle with him (right)

Once you win the battle, speak with the slime to learn that the Flute of Revelation has been broken and he wants to build a new one. However, the wood he needs is quite special, from a forest where faeries live. He will give you the quest, **A Rosy Revelation**, and you should know where you need to go next. If you don't know, you're heading back to the Altar of the Heavenly Bride - The Neverglade. Speak to the woman at the entrance to learn that the Silvapithecus uses a branch of the tree to practice its fencing skills. So, you need to just get in a fight and defeat a single Silvapithecus, which are common enemies here in The Neverglade. Once you do that, you will obtain a **Revelatree Branch**, so bring it back to the slime in Rose's Room to finish the quest and receive your reward, a **Tempest Shield**.

Hidden Valley

Pastword

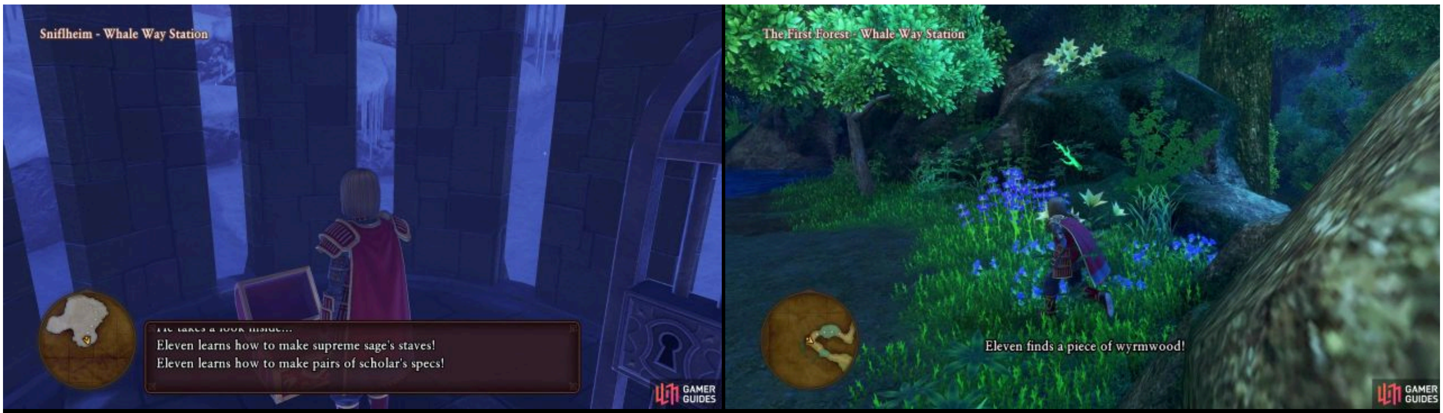
In the final part of the game, once you regain your flight, there is a new Whale Way Station just north of Yggdrasil, called First Forest Whale Way Station. There is a Sparkly Spot here with a Silkblossom and the Tockle will be right next to it, sitting on a fallen tree.


The First Forest - Whale Way Station
GAMER GUIDES

The location of the Tockle that unlocks Hidden Valley

Walkthrough

Head north upon entering this area, to see some NPCs chasing a Slime. Speak to the Slime to learn that it's actually a human named Eliza, who accidentally turned herself into a monster with a spell and was cursed by some monster. In order to turn herself back into her human self, she needs a Supreme Sage's Staff, a weapon you can create with the Fun-Size Forge. Of course, if you haven't found the recipe for this yet, then you will have to hunt it down. The recipe is located in the Sniflheim Whale Way Station, so head there and locate the chest (the recipe is called **Sage Advice**) behind the door that needs the Ultimate Key.


Sniflheim - Whale Way Station
The First Forest - Whale Way Station
GAMER GUIDES
GAMER GUIDES

Eleven learns how to make supreme sage's staves!
Eleven learns how to make pairs of scholar's specs!

Eleven finds a piece of wyrmwood!

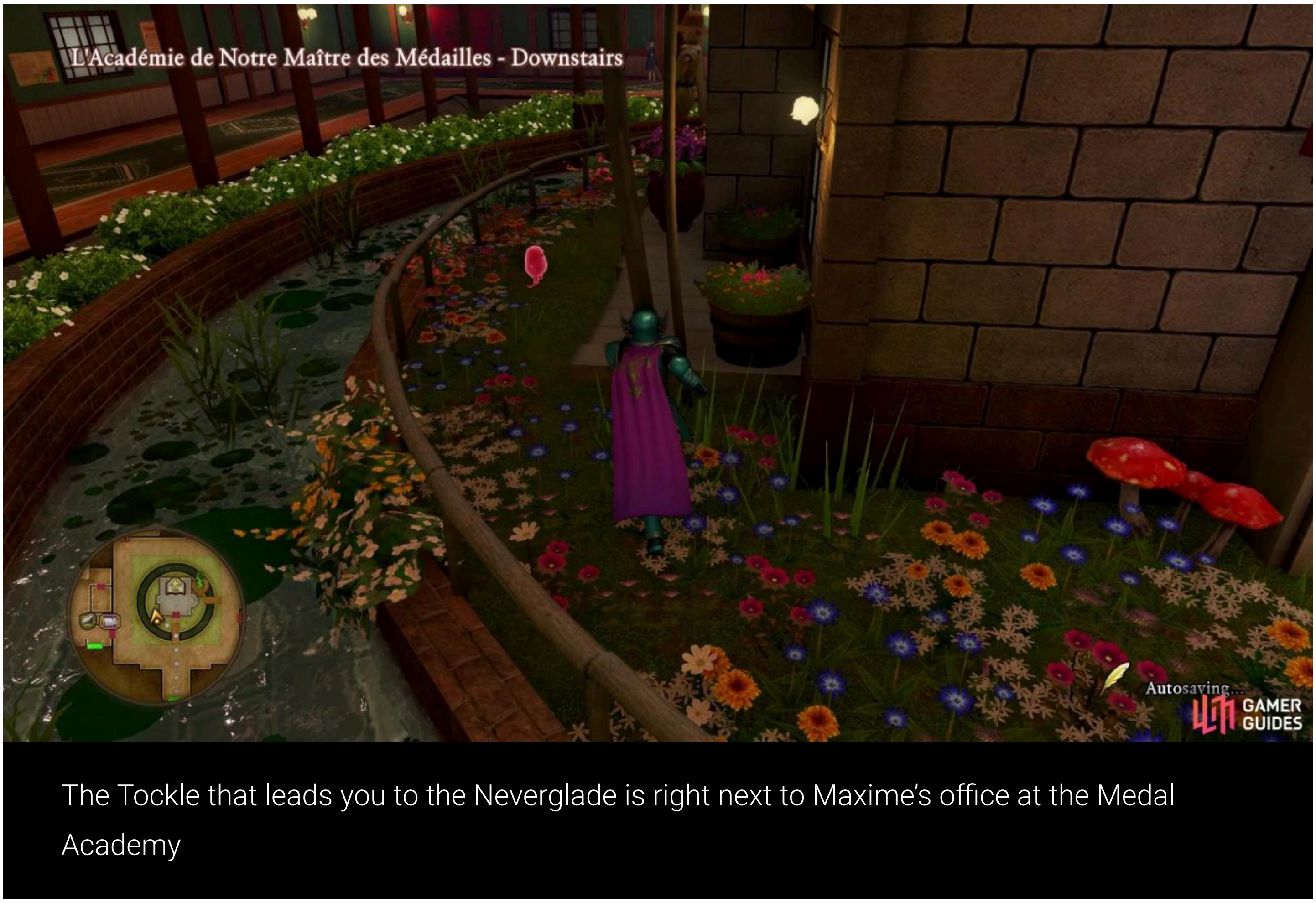
The recipe for the staff is in a chest on Sniflheim Whale Way Station (left), You can pick up some Wyrmwoods in First Forest Whale Way Station (right)

In order to make the Supreme Sage's Staff, you need three pieces of Wyrmwood, two Spellbound Boughs, a Sage's Elixir, and two Thinkessences. The Thinkessences can be bought, and you can easily get a Sage's Elixir from the Octagonia Casino. The First Forest has two Sparkly Spots that yield a Spellbound Bough, so that is easily done there. There is a tree gathering point at Gallopolis Whale Way Station that yields two pieces of Wyrmwood, plus there's another spot close to the landing at First Forest Whale Way Station. It doesn't matter about the quality, so just forge the staff, bring it back to Eliza, and you will automatically use it on her, turning her back into a human. You'll be done with the quest now and your reward is some **Crimsonite**.

The Neverglade

Pastword

The Tockle for this one is located at the L'Academie de Notre Maitre des Medailles. Head inside the main building and you should see the principal's office straight ahead. While facing the door to his office, go around to the left side to find the red Tockle.


L'Académie de Notre Maître des Médailles - Downstairs
Autosaving...
GAMER GUIDES

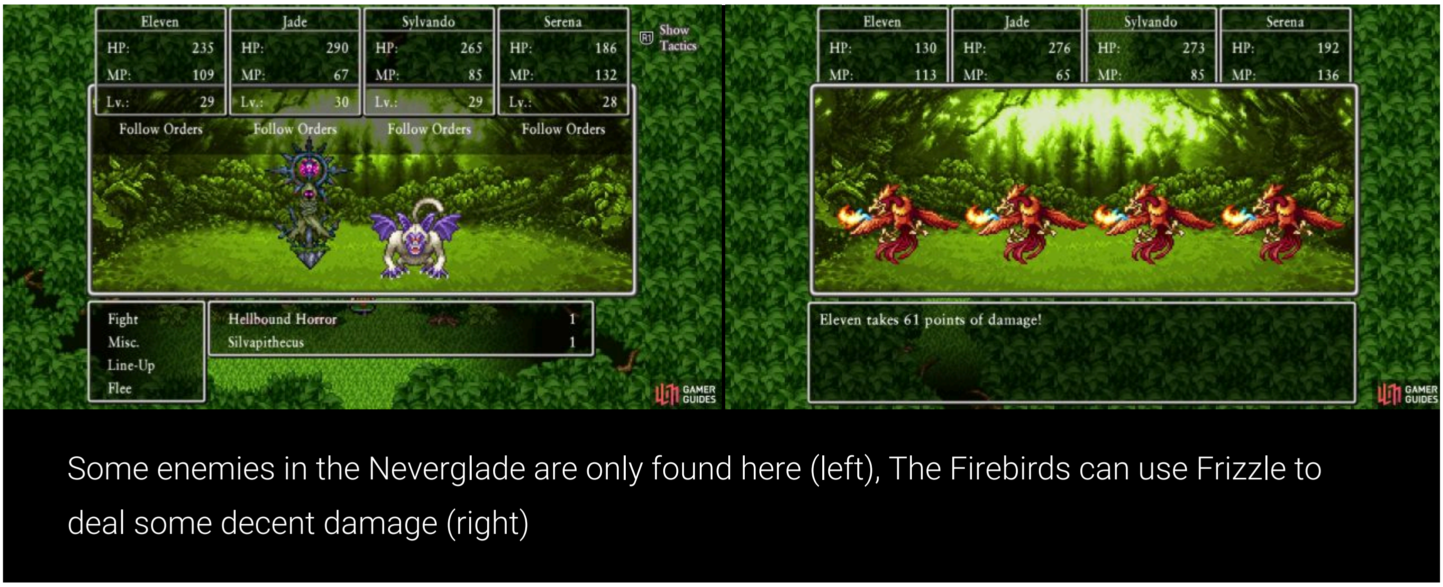
The Tockle that leads you to the Neverglade is right next to Maxime's office at the Medal Academy

Enemies

Monsters	HP
Brownie	~75
Healslime	~25
Medislime	~90
Orc	~105
Slime Knight	~70
Metal Slime Knight	~100
Snooty Slime Knight (Rarefied)	~610

Monsters	HP
Jowler	~450
Great Sabrecat	~75
Hunter Mech	~150
Hypothermion	~160
Golem	~185
Firebird	~90
Silvapithecus	~80
Hellbound Horror	~120

The majority of the enemies here are ones you've already seen, so there's not much to say about them. Note that the **Snooty Slime Knight** is a Rarefied version of the normal Slime Knight, so it has a lot more HP and hits harder. The **Jowler** has quite a bit of HP for a normal enemy, and can hit pretty hard, too. If you're doing this at the time you get this Pastword, then the Hunter Mech and Hypothermion will probably be new enemies. The latter can curse your party, as well as use Whack to instantly kill one. The last three enemies on the list are exclusive to this dungeon, so if you want their entries in the Bestiary, try to stick around until you encounter them. Firebirds can be annoying, as they tend to come in groups of four and can use Frizzle to deal around 60 damage to a single target.


Eleven
HP: 235
MP: 109
Lv.: 29
Jade
HP: 290
MP: 67
Lv.: 30
Sylvando
HP: 265
MP: 85
Lv.: 29
Serena
HP: 186
MP: 132
Lv.: 28
Follow Orders
Follow Orders
Follow Orders
Follow Orders
Show Tactics
Fight
Misc.
Line-Up
Flee
Hellbound Horror 1
Silvapithecus 1
Eleven
HP: 130
MP: 113
Jade
HP: 276
MP: 65
Sylvando
HP: 273
MP: 85
Serena
HP: 192
MP: 136
GAMER GUIDES
GAMER GUIDES

Eleven takes 61 points of damage!

Some enemies in the Neverglade are only found here (left), The Firebirds can use Frizzle to deal some decent damage (right)

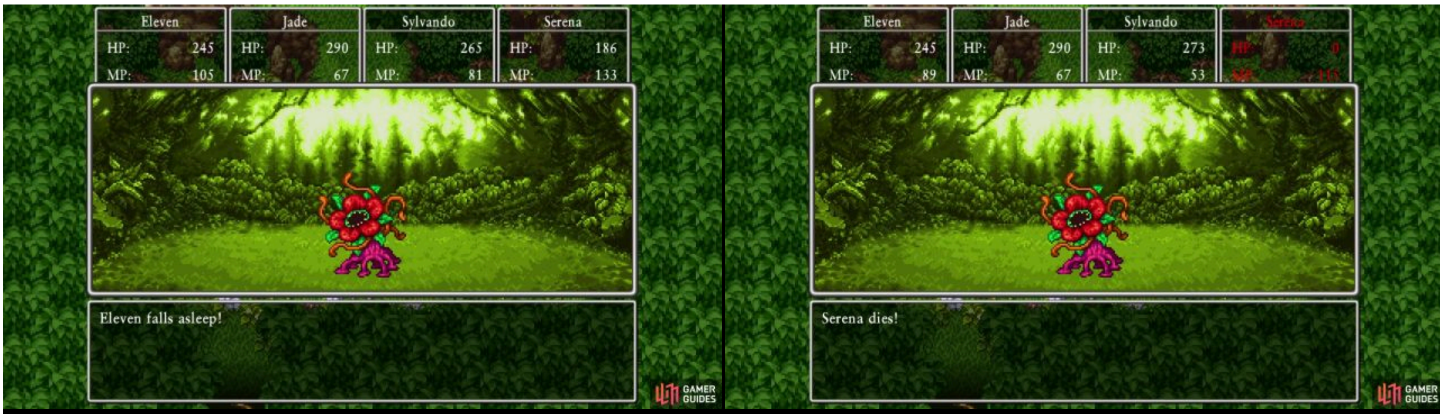
Walkthrough

Upon entering this area, you will be in a forest and there will be two NPCs on the ground right in front of you. Speak with the dwarf to find out that this forest leads for the Faerie Realm, but some flower has become a monster and started putting people to sleep. Now, the Neverglade is a bit of a maze, as some exits will lead to random spots or previously known screens. After speaking to the man and getting the quest, **One of Doze Days**, you can begin exploring the place. To begin, take the northern of the two exits on the first screen, where on the next one, you should see a cave off to the left. Check the drawer on the left side to find an **Elfin Elixir**, which can fully restore a character's MP, so only use it in an emergency.

Exit the cave and return to the first screen, then take the eastern exit this time. Continue north, past the little bit of water and take the northernmost exit. You should see a chest on the main path, so open it for a **Seed of Magic**, then continue north. You should arrive at a campfire, which triggers a scene with Veronica. You will now be following Veronica after this, so take the two exits she's standing next to to arrive at a field of flowers. Check the flower in front of the cave to begin a boss fight.

BOSS - Dazey

This flower can be a little annoying, as it can sometimes act twice in a single round. It can put your party to sleep with **Sweet Breath**, which can be troublesome if more than one character gets hit with it. If you have Sylvando in your party and he isn't asleep, you can use his Sobering Slap to wake up any others. Likewise, Serena's Snap, Crackle, Poof can also be used to help protect against it in the first place. Besides that skill, Dazey can also use a desperate attack that is nothing more than a critical hit. This can deals upwards of 170+ damage, so you want to make sure your health is at around 200+ at all times to avoid being downed at all.



Eleven falls asleep!

Serena dies!

Dazey can put characters to sleep with Sweet Breath (left), as outright kill them with Death Dance (right)

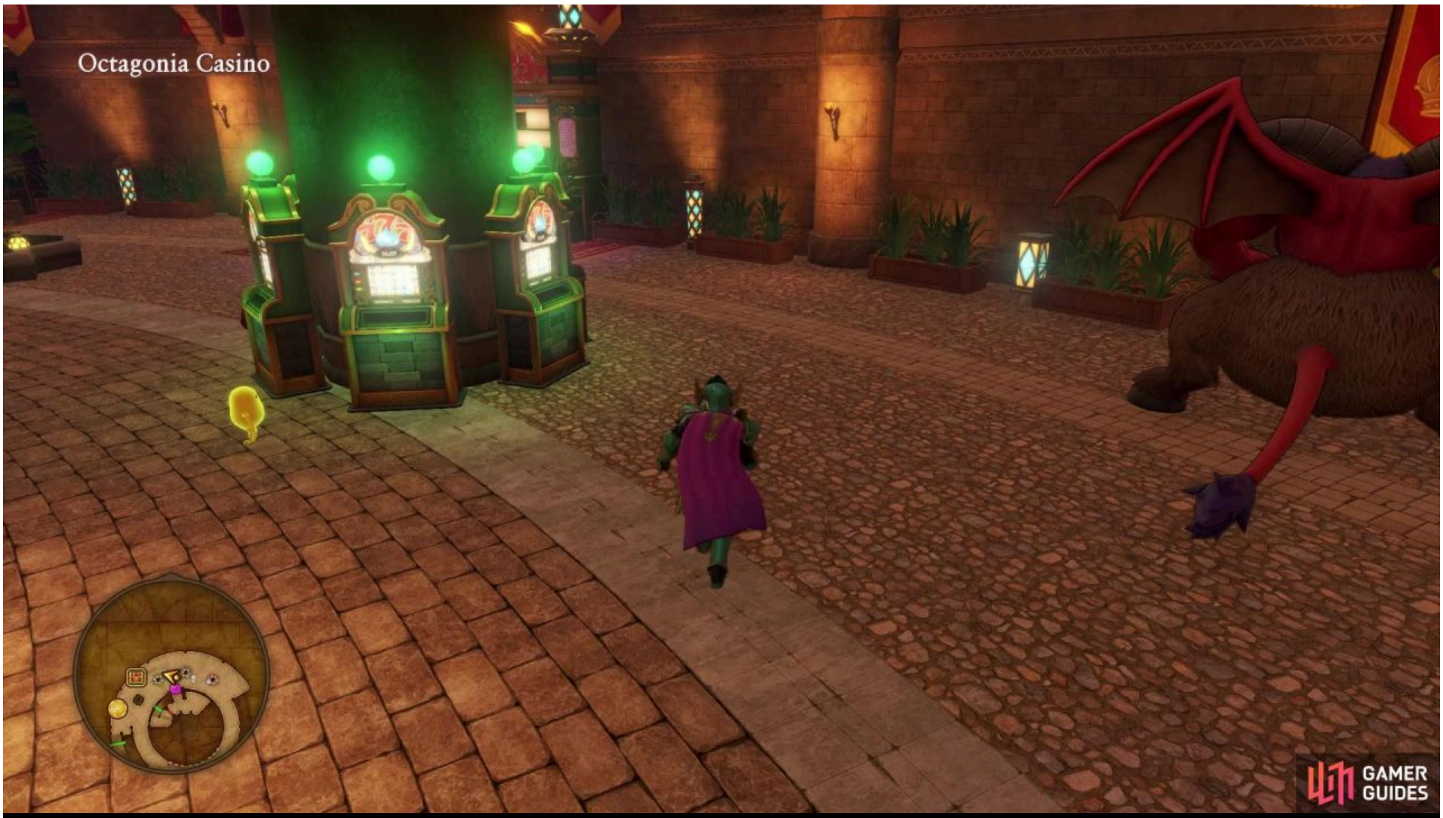
Hopefully you have a few Yggdrasil Leaves in your inventory, but both Serena and Rab should have access to Zing. Of course, Dazey also can use **Death Dance** to try and instantly kill your entire party. This is pretty much pure RNG, so there's not much you can do about it. Dazey also has access to **Bang**, which shouldn't really be dealing that much damage to your characters at this point (around 25 to the entire party). By the time you have access to this area of Tickington, the Hero should have Unbridled Blade in his repertoire, although it's not necessary, as Cutting Edge should be more than enough with the others. If you have Multithrust with Jade, then use that against the boss, otherwise you can just use normal attacks.

Once you bring down the boss, you will be transported back to the entrance, where you will receive your reward, a **Papillon Pendant**. Before leaving, though, there is one more chest to grab inside this little dungeon. Go east, north and north to arrive at the screen with the campfire, then turn around and go south to find a chest with **1500 gold coins**. Return north, then go northwest, west and west once more to arrive back at the beginning to finish.

Briscoletti's Mansion

Pastword

In Octagonia, in the middle portion of the game, you will be able to visit the casino on the upper floor. Near the slot machines that's right by the one desk (the machines are green), you will find a yellow Tockle that will give you this pastword. Note that it doesn't matter if you clear the little scenario or not, as the Tockle will be there before and after.



The location of the Tockle for Briscoletti's Mansion

Walkthrough

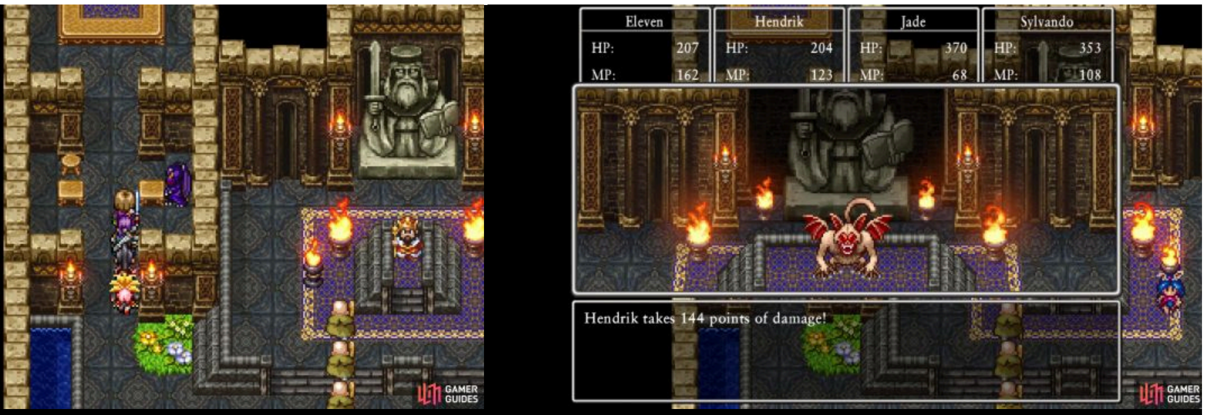
When you first enter the mansion, you will notice that all of the NPCs are the same model. Before you go investigating into the matter, check out the bookshelf right next to you, with the books on top, to get the **Guns 'n' Buns** book (a key item). To get started, speak with the NPC on the north end of the table to learn that some fiend cast a spell on the place to turn everyone into him. He will give you the quest, **The Bane of the Briscolettis**, asking for you to track down the monster that put the curse on them. To find out where the monster is, speak with the lone NPC in the southeast, who will tell you the monster mentioned going to an abbey to reinvent themself.

So, your stop will be the Altar of Reverie - Alltrades Abbey. On the left side of the map, in the one room there, you will see a monster. Speak to it and say "Yes," then get ready for a boss battle.

BOSS - Pilferpithecus

Pilferpithecus (Pilfer for short) can be a challenging fight, although depending on the damage you can do, it can be a short one. In addition to its normal attack, Pilfer can also slash at you with its claws, which hits twice. Pilfer also has access to an ability where he hits the entire party with cold damage. This can hit upward of 110+ damage, so you might think to have some protection against ice on your party members. Pilfer also has access to Kasnooze, meaning it's possible he can put your entire party to sleep.

If you can make Rousing Rings and rework them to +3, then that should help protect you some against Kasnooze. Pilfer can also use Kaboom, which does a good 150 or so damage against your party. Kaboom is considered Light damage, so if you have any protection from that on equipment/accessories, feel free to toss them on your characters. If you're doing this at the time you first unlock it, then you will probably want either Rab or Sylvando on healing duty. As far as damaging him, Pilfer has around 1750 HP, so using your strongest abilities/spells will make short of him. Have Sylvando use Oomphle on the Hero and Jade, then have them use Unbridled Blade and Multithrust, respectively.



	Eleven	Hendrik	Jade	Sylvando
HP:	207	204	370	353
MP:	162	123	68	108

Hendrik takes 144 points of damage!

The location of the monster at Alltrades Abbey (left), Kaboom deals a lot of damage to the entire party (right)

Upon defeating Pilferpithecus, the curse will be broken, so return to Briscoletti's Mansion to receive your reward from Rodrigo himself, a **Gold Bar**. You can also open the chest behind him, on the left, for **2000G**, but the right chest will remain locked. Note that you can speak to Briscoletti after to do a mock-up wedding, where you get to choose one of your companions, which adds absolutely nothing. Before leaving, just to be sure, speak with Bianca on the right side of the table.

Note

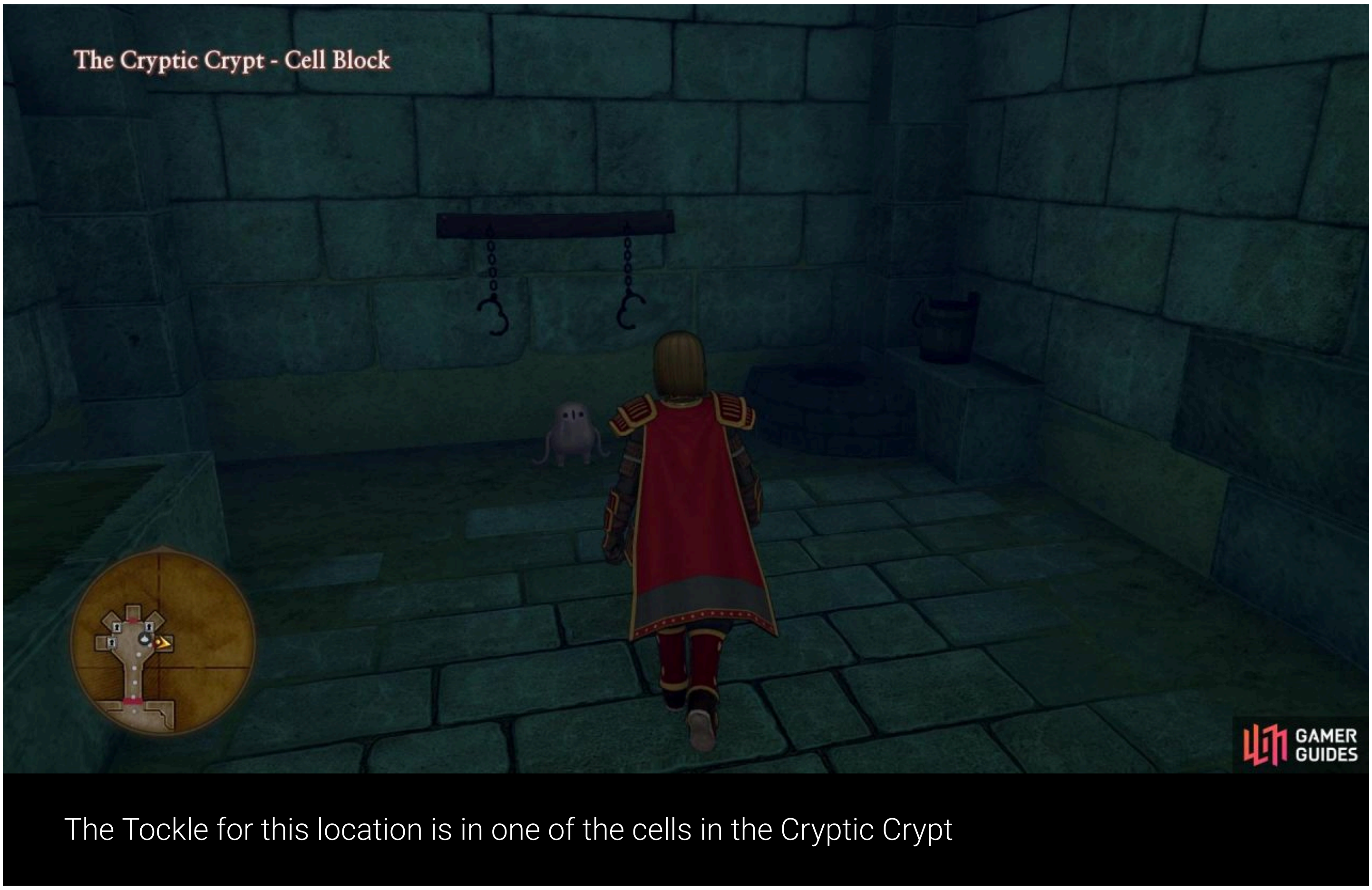
Although it's probably not needed, Bianca is on the right side of the table, so speak to her before leaving Briscoletti's Mansion. The reason for this is that she mentions a feline friend, which might be the trigger for another area in Tickington.

Tickington » Altar of the Heavenly Bride

Whealbrook

Pastword

In the final act of the game, once you have the Ultimate Key from Havens Above, you can open all of those locked doors across Erdrea. Go to Cryptic Crypt, in the Hotto Region, and head all the way to the end of the dungeon. There will be four cells you can open with the Ultimate Key and the Tockle with the pastword is inside the eastern cell.

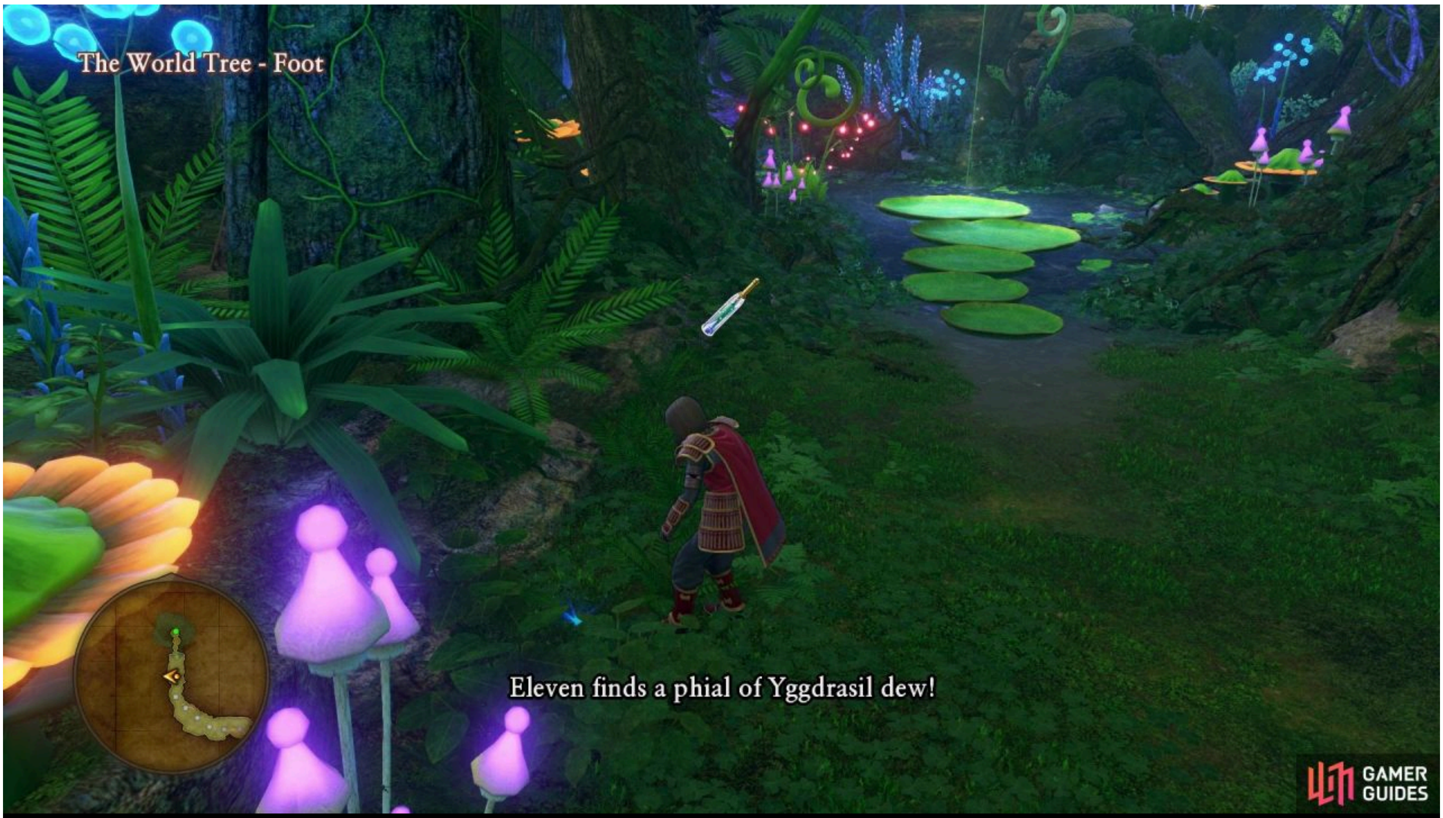


The Tockle for this location is in one of the cells in the Cryptic Crypt

Walkthrough

Upon arriving in Whealbrook, you will see that all of the NPCs are on the ground and if you speak with them, they will mention that they have caught some kind of cold. Head on over to the right side of the vilage and look for the one big house, entering inside and speaking to the NPC in the first room. Because of the sickness going around, he can't do his job properly, but he has heard a rumor about a medicine that is able to cure any cold. The only hint you have to go on for the location of the medicine is Quester's Rest, so that is your first step.

Speak to the green-clothed NPC behind the counter, Sellma, to learn that she can brew up some medicine for you, but she will need some drops of Yggdrasil Dew. It's highly likely you already have some in your inventory, but if not, there are two easy places to get some. There is a Sparkly Spot on the path to Yggdrasil's heart that yields one, plus you can also get one from the Puerto Valor Casino for 10,000 tokens. Once you have an Yggdrasil Dew, bring it back to Sellma and she will get to working on the medicine. You will have to exit and re-enter Quester's Rest at this point to get the medicine from her, after which, you can bring it straight to Sancho in Whealbrook to finish the quest. Your reward is **5 chunks of Platinum Ore**.



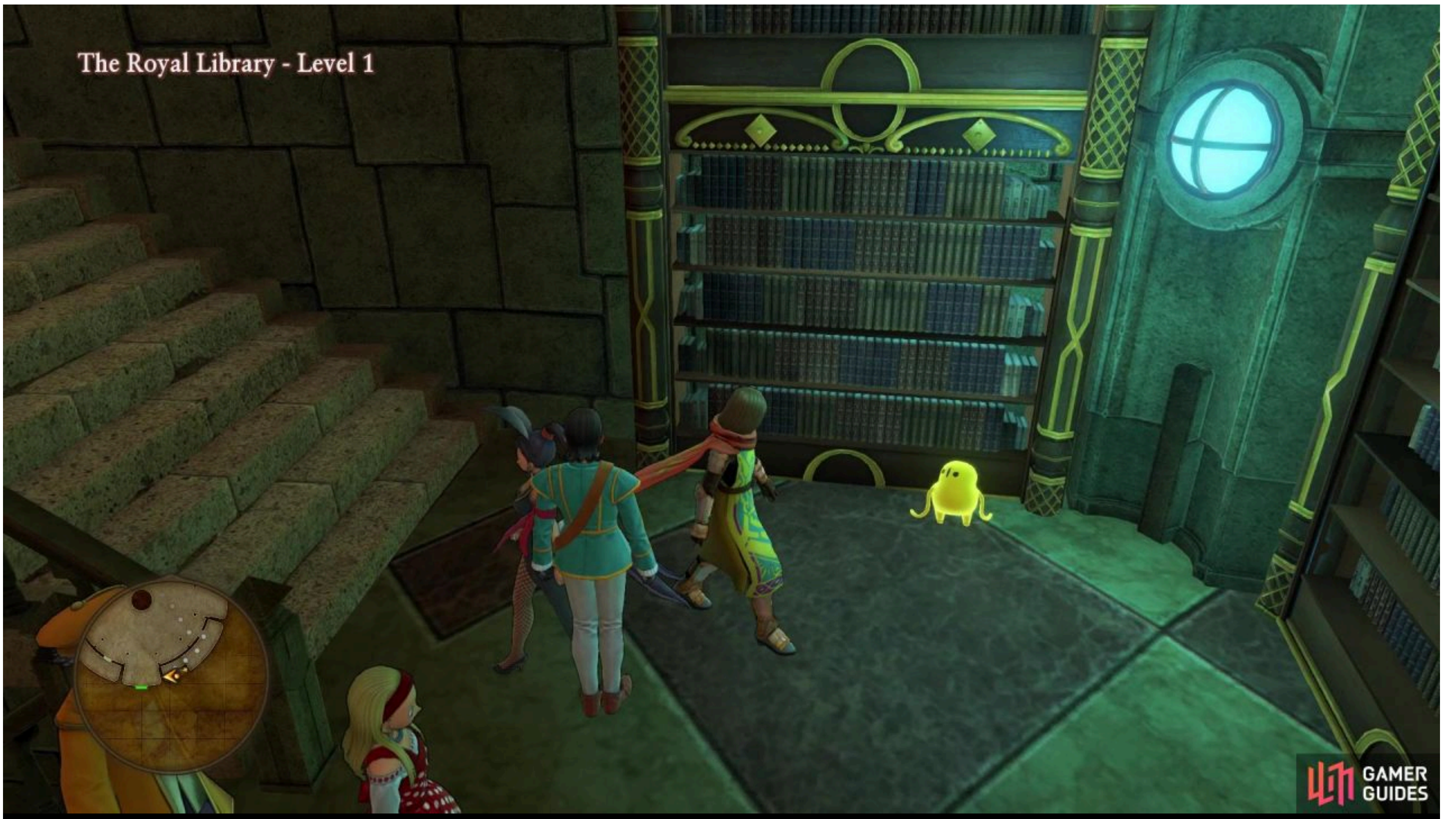
You can grab an Yggdrasil Dew on the path to Yggdrasil's heart

Note

Sellma in Quester's Rest will open up a little shop after completing this area, where she will sell some costumes for your female characters. You will need these to get a trophy, although they may be a little expensive right now. You should definitely purchase three of the Academy costumes, though, as each one grants a 2% increase for item drops from enemies and they are also nice pieces of armor.

Pastword

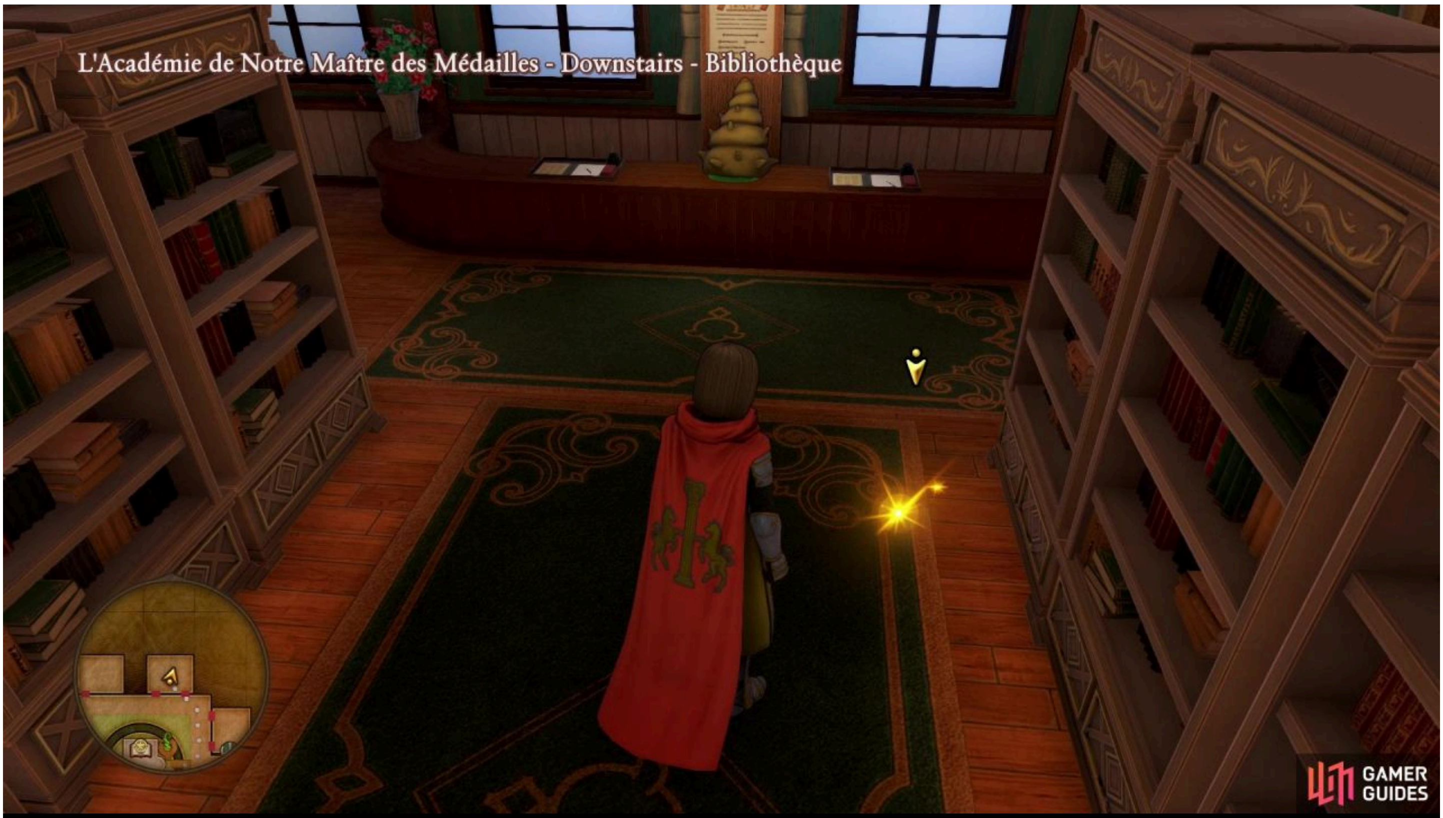
When you finally make it to the Royal Library up near Sniflheim, you will be able to get this pastword. Upon going from the first floor to the second, you will find the yellow Tockle with it on the staircase.


The Royal Library - Level 1
GAMER GUIDES

You can find the Tockle heading up to the second floor in the Royal Library

Walkthrough

Upon choosing this option at the Altar of Reverie, you will be in Alltrades Abbey, a location all too familiar with longtime players of the Dragon Quest franchise. While there are some people there looking for a change in vocation, the place has had a recent influx of older males seeking a change into a bunny girl. Speak to the NPC on the throne to learn of their plight, with him hearing of a book that might teach the ways of the bunny girl. He will give you the quest, **Fogies Just Wanna Have Fun**, and sets you on your way.


L'Académie de Notre Maître des Médailles - Downstairs - Bibliothèque
GAMER GUIDES

The Bunny Girl's Bible is located in the library at the Mini Medal Academy

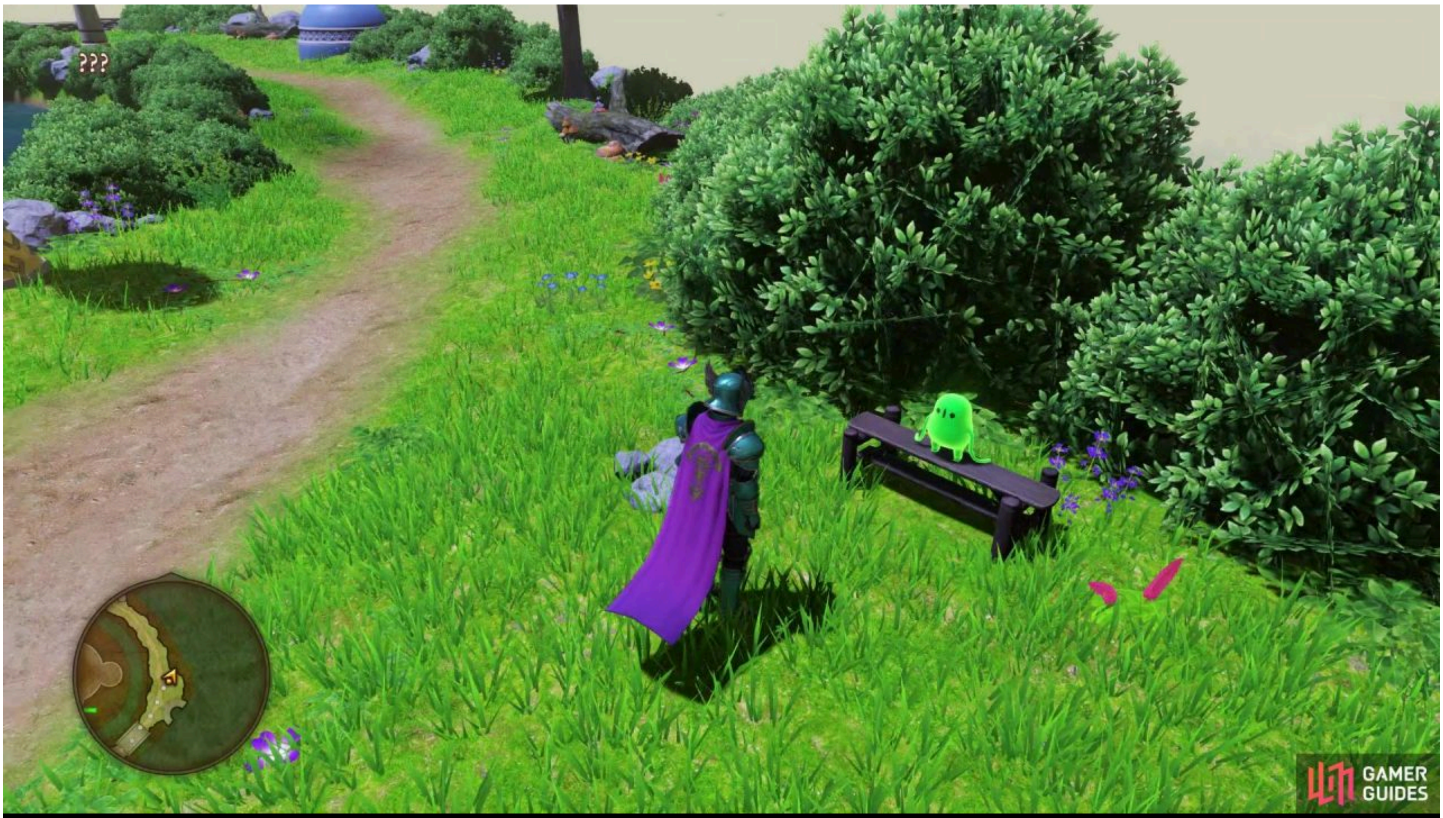
In order to get the item needed for this, you will have to return to the normal world. Once you do, Zoom over to L'Academie de Notre Maitre des Medailles and head inside the main building. Go into the library at the back of the first floor and look for the golden sparklie on the ground, which will net you **The Bunny Girl's Bible**. Bring this back to the NPC at Alltrades Abbey to finish and be awarded with the **Golden Pickaxe**. This item basically gives you an extra item whenever you go to a mineral node (the ones that give three items). It doesn't seem to be set in stone, though, as the item you receive is randomly selected from a set pool.

Tickington » Altar of Reverie

Pillar of Pegasus

Pastword

You will find the Tockle at Havens Above. Once you reach there, in the outside area, go to the eastern side and you will find a green Tockle on a bench there. Speak to it to receive the pastword.



Look on the eastern side of Havens Above for this Tockle

Enemies

Monsters	HP
Bamboogieman	~250
Beleth	~450
Bombouder	~360
Boss Troll	~740
Corpse Corporal	~260
Cureslime	~160
Hot Dog	~225
Jumping Jackal	~210

Monsters	HP
Kisser	~170
Overkilling Machine	~500
Snowbird	~190

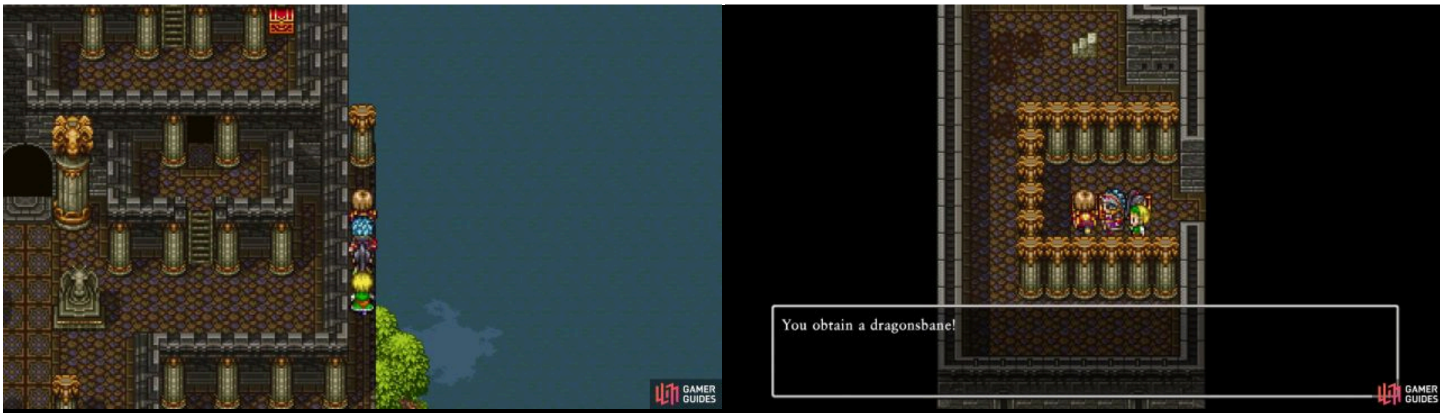
There's not really much to say about the enemies here in the Pillar of Pegasus, as the majority of them have already been seen elsewhere. The enemies that can only be found in the Pillar of Pegasus are the **Bamboogieman**, **Beleth**, **Hot Dog**, **Jumping Jackal**, and the **Snowbird**. Stick around to get all of those, if you're trying to completely fill your Bestiary.

Walkthrough

Before diving into this place, it's important to note that you will have to fight two bosses back to back, without any chance to heal. The first of the two bosses is simple enough, but the second boss can be a bit of a challenge. You should have the ability to create Archangel's Boots, so you should do that and get them to +3, which gives 50% protection from abilities that make you lose a turn. Once you're ready, enter the Pillar of Pegasus and go around the left side, avoiding the poison water, until you can reach the entrance. Speak to the horse in front of the entrance to learn that their master went to check on the statue of Pegasus at the top of the tower, so they want you to go check and make sure their master is alright. This will start the **Horsing About** quest.

The Pillar is a full dungeon and a bit of a maze, with some new enemies inside. Of particular note is the **Hot Dog** enemy, which is needed for the quest in **Roamer Encampment (Night)** area, so if you haven't started that yet, now is a good time to exit and grab it. When you enter, you will see what looks like an electric floor surrounding the two pillars; this hurts you when you walk on it, so try your best to avoid it when you can. On the first floor, head north and before the stairs, there will be a door to the east. Enter through this door and break the pots there for a **Seed of Strength**, then return to the main room.

Head up the stairs and go through the electric floor, climbing the next set of stairs. On this floor, go to the stairs in the northwest corner and take them down to the first floor, where you can open the chest for a **Seed of Sorcery**. Return to the floor above, head over to the right side and go south, through the gap there, using the stairs in the southwest corner. Straight east, on this next floor, will be another chest, this one containing an **Yggdrasil Leaf**. If you go to the ledge to the right of the last chest, you can push against the left wall to the north to find a hidden entrance to a room with three more chests, netting you a **Seed of Life**, **Dragonsbane** and **Slime Crown**.



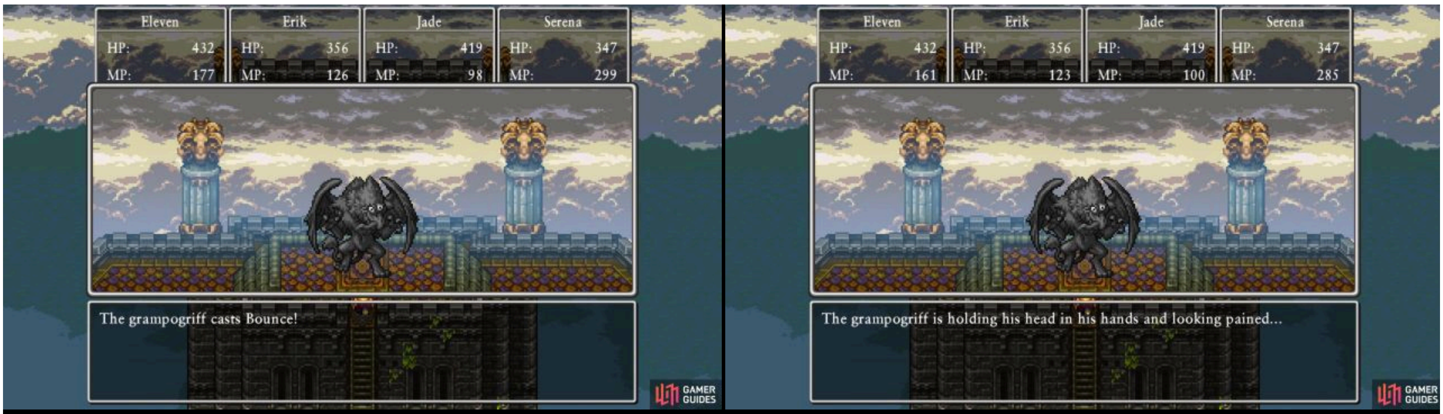
You obtain a dragonsbane!

There is a hidden opening on this side of the floor here (left), which will let you in a small room with some chests (right)

Double back to the previous room, go up the central stairs and into the large doorway at the top. There are four sets of stairs here, so head up the northwestern one. Venture straight to the northeast corner and use those stairs to ascend to the next floor. There will be two chests on this floor, but it's possible to fall off the edge and onto the floor below, so be careful. One chest is really a Mimic, so defeat it to obtain a **Seed of Skill**, while the other chest will be a **Seed of Sorcery**. After opening that one, look for a door in the southwest corner, along the wall and go through it. To the east, there will be one final chest, which contains a **Seed of Strength**. Make sure your party is healed up, then climb the long staircase to the top, where you will be forced into back-to-back boss battles.

BOSS - Grampogriff

This is definitely the easier of the two battles here, although you don't want to dawdle too long. The first action the boss will do is cast Bounce on himself, and he will continually recast it whenever it drops, so your best bet is to rely on physical attacks. You might also see the boss attack twice with ihis claws, or do a roar that damages the entire party. Lastly, he will try to envenomate the entire party by doing Venom Mist. You might be lucky, though, as the boss can sometimes do nothing for one of his turns by "holding his head in his heads and looking pained." There's really nothing too dangerous in this battle, so it's simply a matter of keeping your party healed and doing the usual physical attacks. He has around 2400 HP.



The grampogriff casts Bounce!

The grampogriff is holding his head in his hands and looking pained...

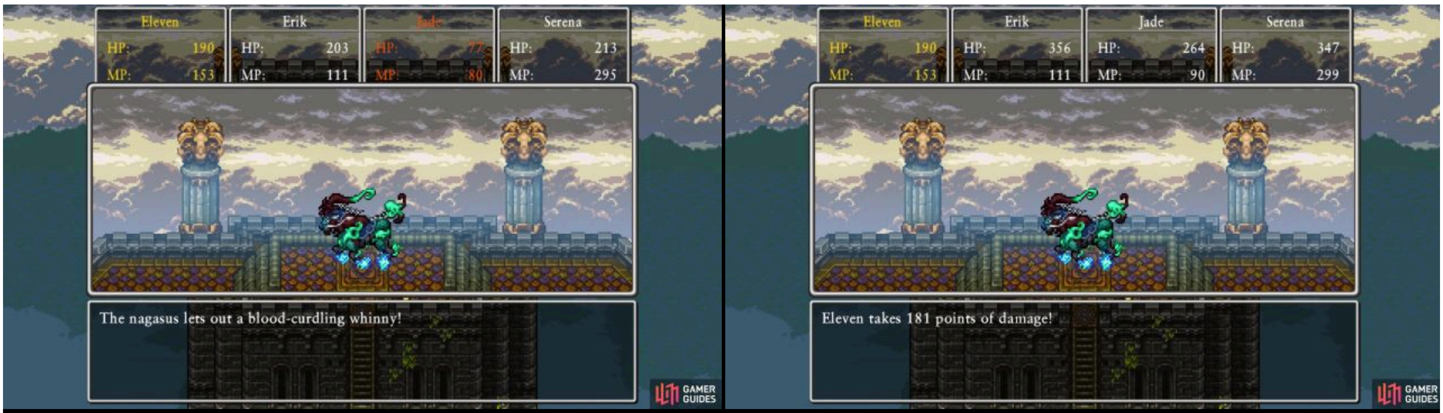
Grampogriff will always use Bounce on his first action (left), The boss will sometimes do nothing by using this action (right)

Upon defeating Grampogriff, the horse that asked you to look for its master comes up and gets turned into a monster, starting the second boss battle.

BOSS - Nagasus

Unlike the first battle, this one is a lot tougher, as Nagasus is quick and will likely be going first on each of its turns. It will get two actions per turn and one of its more annoying moves is when it whinnies. Not only does this do some damage, but the worst part is that it can cause your characters to lose a turn. The fact that Nagasus can do this both actions during its turn means that there's a potential for all of your characters to be doing nothing on their turns. Of course, if you took precautions and are using Archangel's Boots +3, then that will grant you 50% protection from losing a turn. If you can make two for every character, then that is 100% protection and the whinny becomes moot.

Other attacks include a black breath attack and a lightning storm attack. The former deals around 100+ damage to the entire party, while the latter can do something around 180+ to the entire party. The best thing to do is have someone queue up a heal every turn, preferably having the healer equipped with two pairs of Archangel's Boots +3. This will ensure that the heal will always go off and keep your party alive. Outside of that, you can do the usual offensively, as Sword Dance/Unbridled Blade (Hero) and Multithrust/Multifeet (Jade) are going to be your primary damage dealers still. Nagasus has around 2100 HP.


Eleven HP: 190 MP: 153
Erik HP: 203 MP: 111
Jade HP: 77 MP: 80
Serena HP: 213 MP: 295
Eleven HP: 190 MP: 153
Erik HP: 356 MP: 111
Jade HP: 264 MP: 90
Serena HP: 347 MP: 299

The nagasus lets out a blood-curdling whinny!

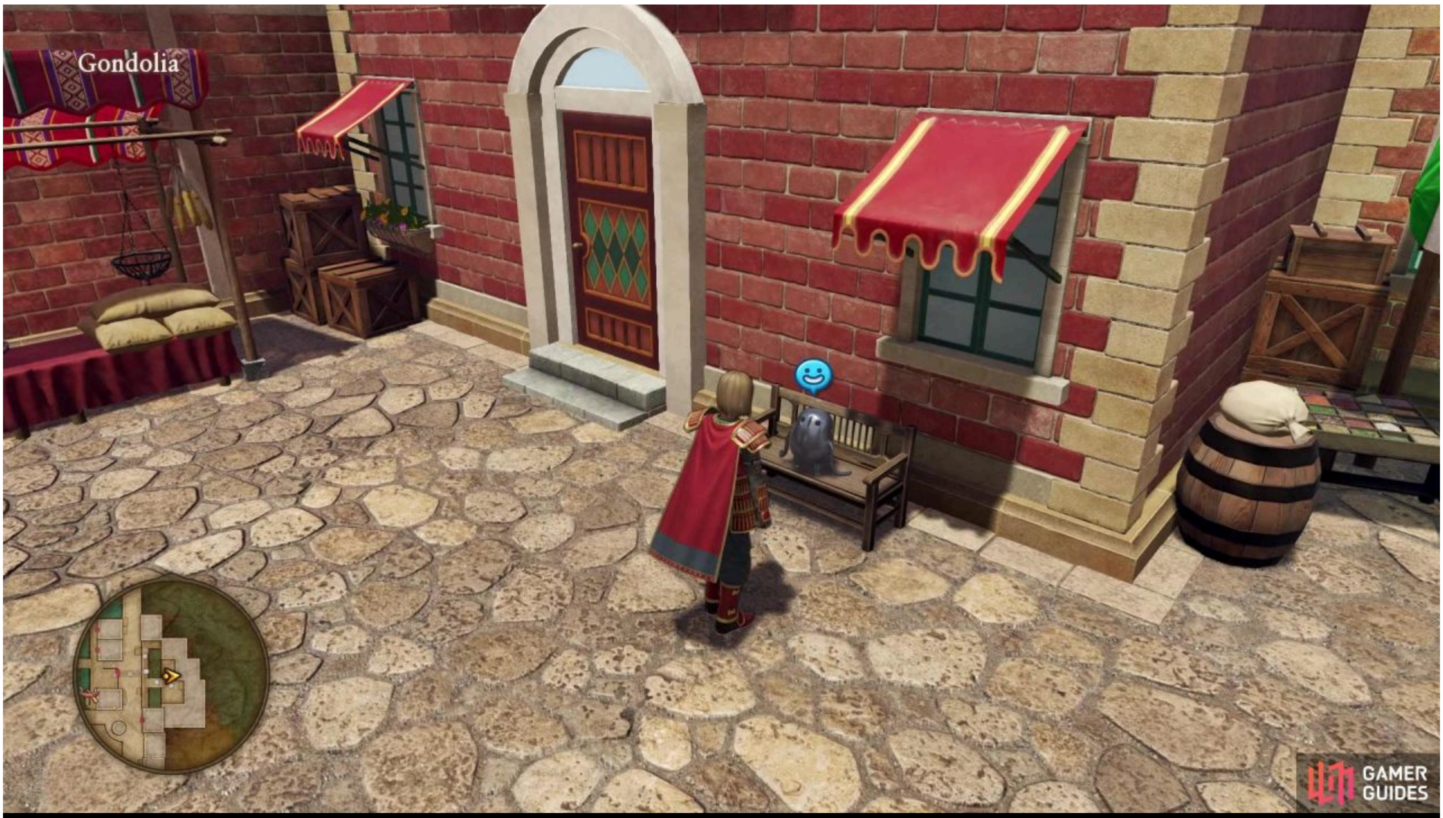
Eleven takes 181 points of damage!

The Whinny can sometimes cause your characters to lose a turn (left), The lightning storm attack is its most powerful move (right)

With Nagasus defeated, everything will return to normal, so use Evac to go back to the base of the tower. Head up the right side this time to find the horse who gave you the quest, who will reward you with a **Mighty Armlet**.

Pastword

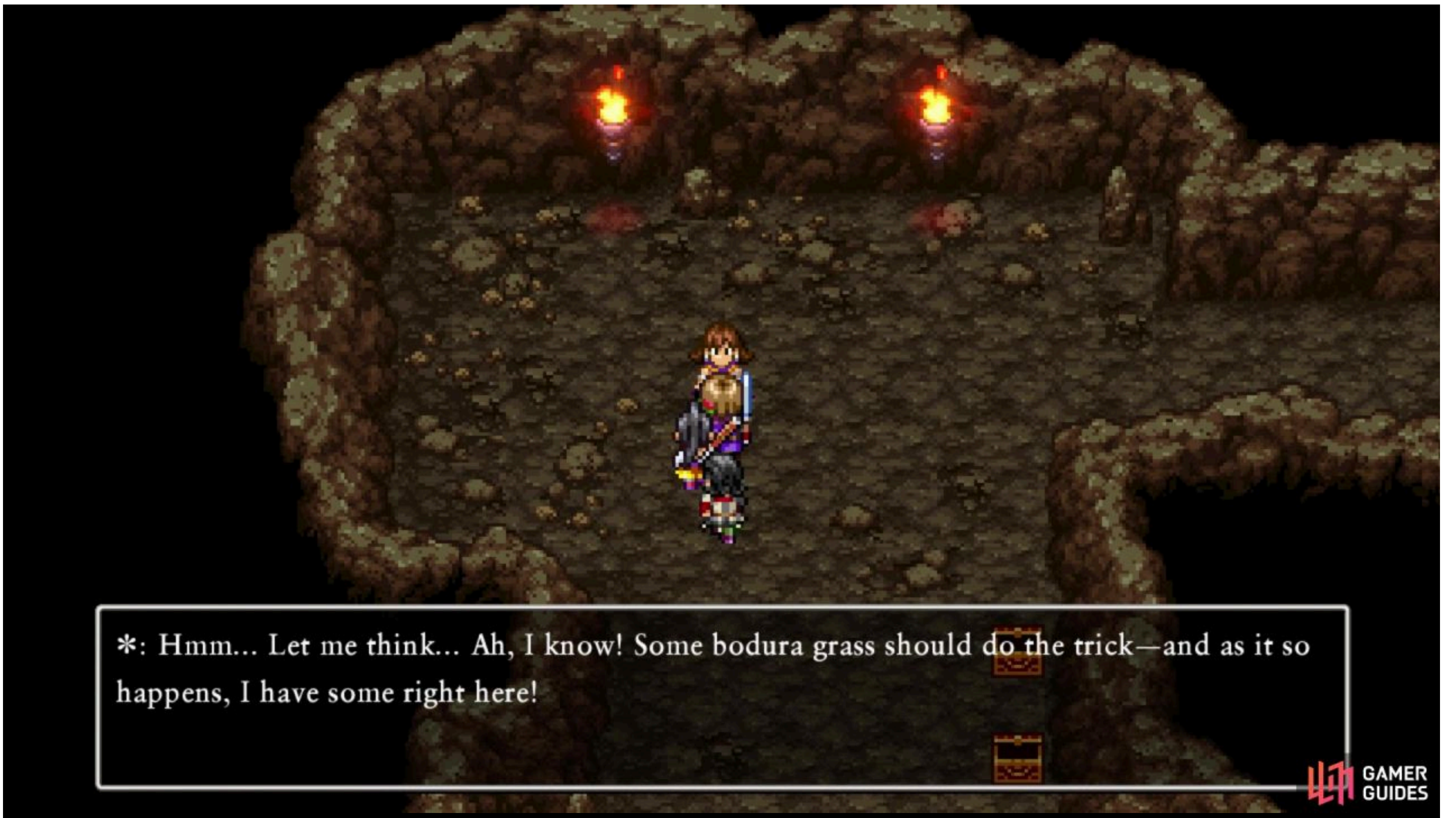
Once you have finally obtained the Ultimate Key from Havens Above in the final part of the game, you can open a bunch of locked doors across Erdrea. Travel to Puerto Valor and open the locked door there, where you will find this Tockle.



It can be a little difficult to see this Tockle on the bench

Walkthrough

Upon arriving in Weaver's Peak, speak to the female NPC on the left side of the area. She tells you that since her brother came home, he has been acting suspicious, as he has been focused on being fashionable. She doesn't believe that's her brother and wants to expose him as the impostor he is. She suggests you go to **Quester's Rest** to see if anyone has a clue on how to get to the truth. So, travel to Quester's Rest and speak to the warrior sitting at the table. He mentions that the Bodura Grass can reveal the truth, and says to go to the third level of the **Ruby Path of Doom**. If you have Holy Protection/ Holy Waters, use them as you make your way to the third floor.



*: Hmm... Let me think... Ah, I know! Some bodura grass should do the trick—and as it so happens, I have some right here!

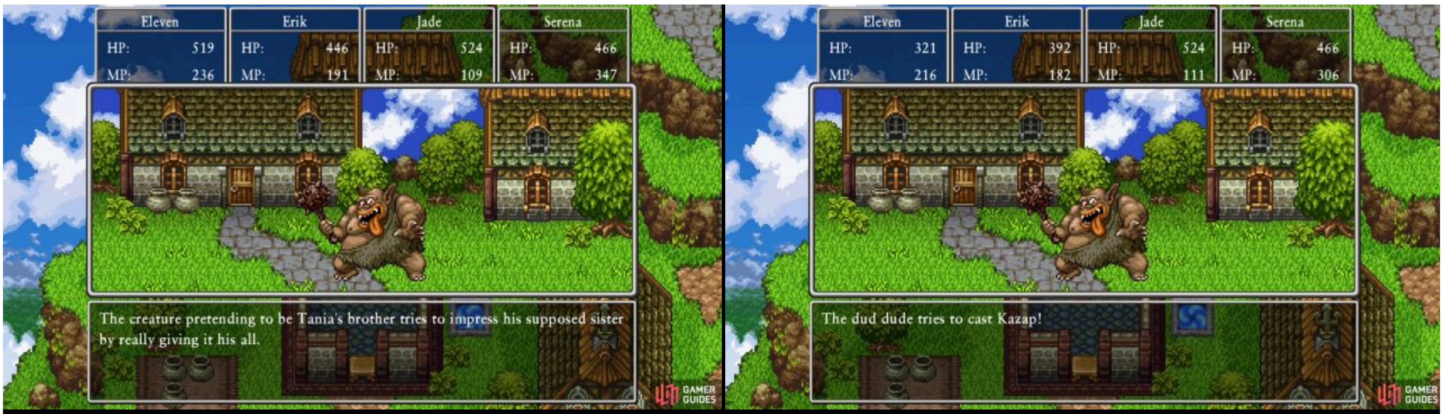
The location of the NPC with the Bodura Grass in the Ruby Path of Doom

Once you do make it, head straight north to find the NPC in question, who will be near the two side-by-side chests from before. Speak to her to get the **Bodura Grass**, then return to Weaver's Peak. Talk with Tania, then toss the grass on her brother to reveal a monster. Get ready for a boss battle!

BOSS - Dud Dude

Despite being a Troll, which are usually known to just do heavy physical attacks, the Dud Dude has a lot more in his arsenal. First and foremost, he has 9600 HP, so this is going to be a long fight, and he can act two or three times per turn. If you see the boss try to use Kazap, it will always fail, as he doesn't actually know it. That means you get a free turn of no damage, so take it when you can. Dud Dude will also waste a turn sometimes by trying to impress Tania, which is always a good thing. As far as the actual offense goes, there is Crackerwhack, a physical attack that hits the entire party and might cause a character to lose a turn.

Dud Dude can also do a charge maneuver, hitting a single character for about as much as his normal attack. Inferno is a breath attack that hits the entire party, although the boss' version doesn't seem to be as strong as another enemy's. Dud Dude also has a Venom Mist in his arsenal, although it seems he doesn't use it much; this can inflict poison on the entire party. By far, the most damaging attack is his critical, which can hit upwards of 350+ damage, but it's only against a single character. Because of that, it's best to keep your characters topped off at all times. You can try to use Sap, but your attacks should be doing some good damage and it's not entirely needed.


Eleven
HP: 519
MP: 236
Erik
HP: 446
MP: 191
Jade
HP: 524
MP: 109
Serena
HP: 466
MP: 347
GAMER GUIDES
Eleven
HP: 321
MP: 216
Erik
HP: 392
MP: 182
Jade
HP: 524
MP: 111
Serena
HP: 466
MP: 306
GAMER GUIDES

The creature pretending to be Tania's brother tries to impress his supposed sister by really giving it his all.

The dud dude tries to cast Kazap!

Dud Dude will waste a turn trying to impress Tania (left), He will also waste a turn trying to use Kazap, but he doesn't have the spell (right)

With the impostor now out of commission, you will be finished with this quest and receive your reward, a **Kaleidocloth**.

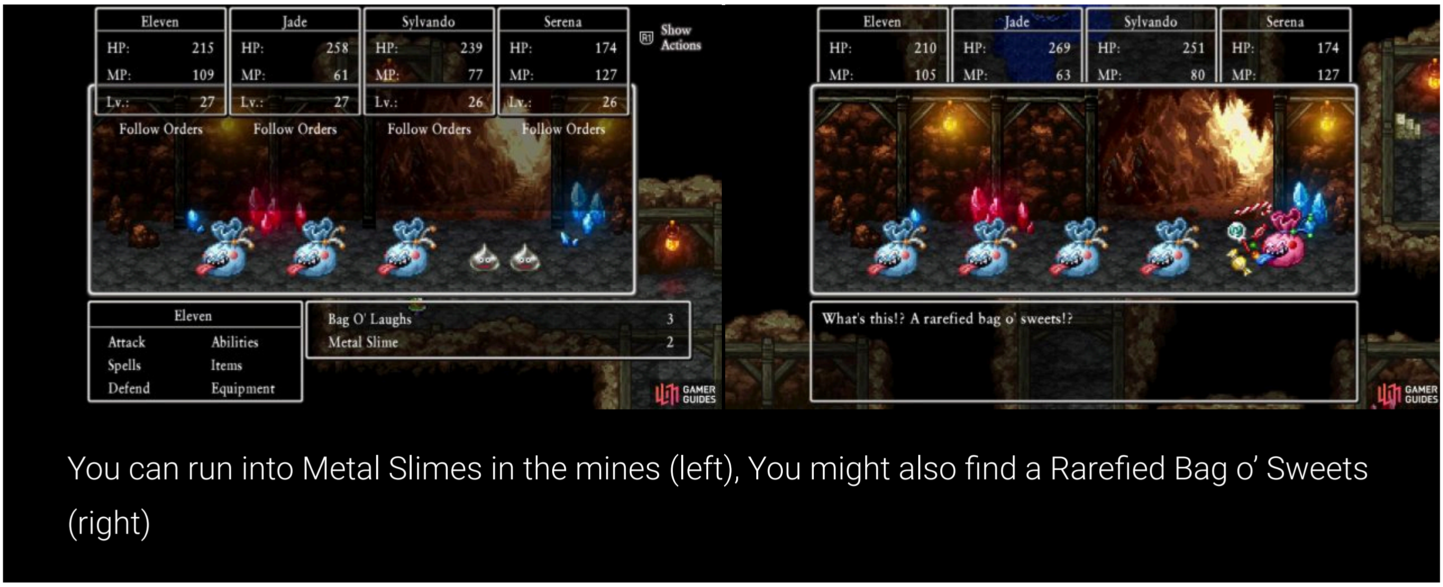
Tickington » Altar of the Forgotten Past

Rainbow Mines

Once you have full exploration of the **Dundrasil Region**, find the campsite there. South of that campsite will be a ruined building and inside that building will be the Tockle with the Pastword. This is the same building with the chest that has the Staff of Rapidity in the chest.

Walkthrough

This can be a challenging area, as it's quite long and as you delve deeper into the dungeon, the enemies will begin getting a lot more challenging. Before diving into this place, it might be a good idea to get Hustle Dance for Sylvando, as it makes things a lot easier; you might also want Kabuff for Serena (she learns this at level 23). You will also want some MP-restoring items, although you will likely get some during your run through the place. Despite being a proper dungeon, you don't really have to go out of your way to hunt for treasures, as the only one you'll find contains a measly 40g. When you first choose to go into the mines, you will be put right into it. The first floor is a bit of a place where you want some guidance, since it's not exactly straightforward.

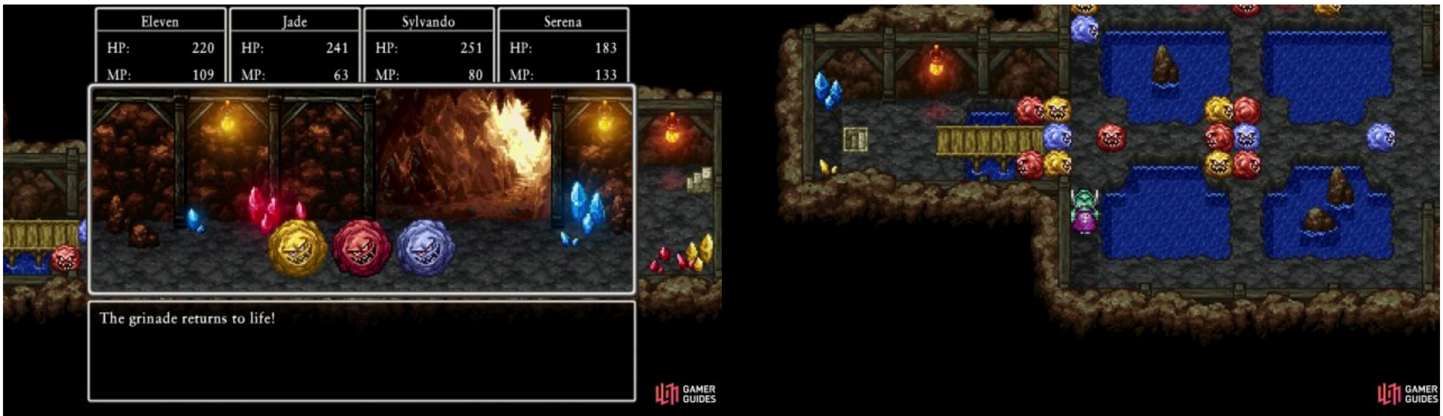

Eleven HP: 215 MP: 109 Lv.: 27
Jade HP: 258 MP: 61 Lv.: 27
Sylvando HP: 239 MP: 77 Lv.: 26
Serena HP: 174 MP: 127 Lv.: 26
Follow Orders
Show Actions
Eleven
Attack
Abilities
Spells
Items
Defend
Equipment
Bag O' Laughs 3
Metal Slime 2
Eleven HP: 210 MP: 105
Jade HP: 269 MP: 63
Sylvando HP: 251 MP: 80
Serena HP: 174 MP: 127
GAMER GUIDES

What's this!? A rarefied bag o' sweets!?

You can run into Metal Slimes in the mines (left), You might also find a Rarefied Bag o' Sweets (right)

At the beginning, go left and then up to run into a NPC who will give you the quest for this area, called **Rainbow Rock Ruckus**. He wants you to find out what's causing the problems in the mines and take care of it. Basically, you will be going to the bottom and defeating a monster. Continue past the NPC and head left when you can, where you can find two barrels, one of which will yield **40g**. Head to the right now and use the stairs to go down a level. On the second floor, go down and then to the right, where you should see some Bomboulders near the next set of stairs. As you get close enough to them, you will be forced into a battle. The Bomboulders, at least, can use Self-Destruct to deal damage to your entire, as well as Kerplunk to revive any other ones you defeated.

After taking out the Bomboulders, go down to the next level to find more in your path, which includes two other colors. The Rockbombs (blue) are a little weaker than the Bomboulders, and the Grinades (yellow) are the weakest of the trio. You don't have to defeat them all, so you can stick to the upper path and ignore the Grinades at the bottom. Note that you will find all of these enemies during the main game, but these versions all have lesser HP than those, plus they can drop Single Phials and Magic Waters, which help if you're using a lot of MP. The rest of the way to the bottom is linear and littered with more of the same enemies. Once you do reach the bottom, clear the rockbomb-type enemies in front of the demon, then get ready for a boss fight.



Eleven	Jade	Sylvando	Serena
HP: 220	HP: 241	HP: 251	HP: 183
MP: 109	MP: 63	MP: 80	MP: 133

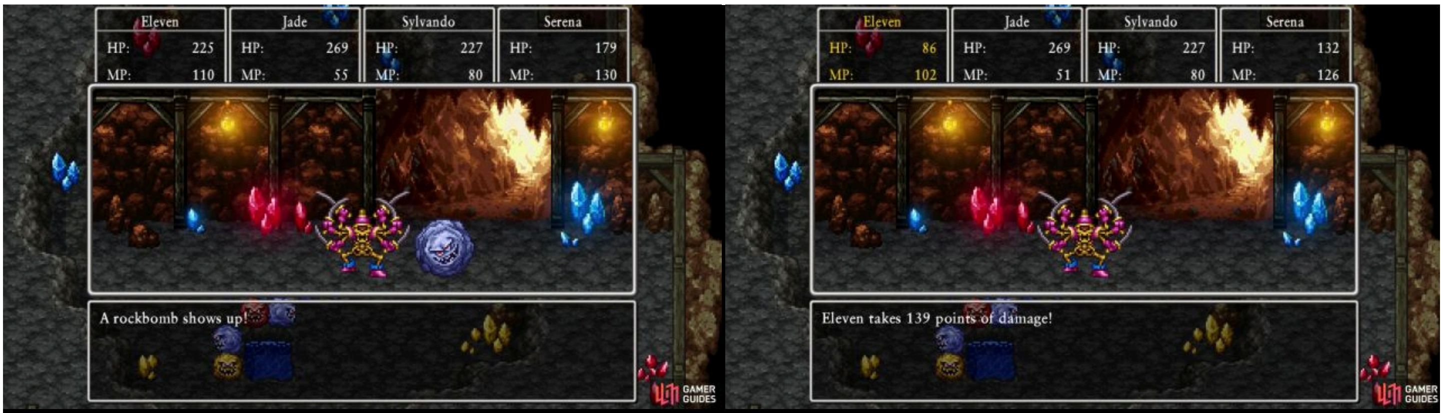
The grinade returns to life!

The Bomboulder can use Kerplunk to revive the others in battles (left), You will need to fight a lot of enemies in order to get to the bottom (right)

BOSS - Maeve

Maeve can be a tough cookie, especially if you do this as soon as it becomes available. She can attack twice per round (not always), and will summon Rockbombs (the blue ones) during the battle. While they shouldn't pose too much of a problem, as you should be concentrating on Maeve, they can be an annoyance. She can do a desperate attack, which is a critical hit, meaning you can't really do anything about it. She also has a **vicious slashing attack** that hits a single character up to six times, which if you're not properly ready, can deal a lot of damage. Maeve also might try to cast Heal, but this seems to always backfire and never comes out.

If you leveled Serena to level 23, then she will have Kabuff, which works wonders in this battle. Cast it twice and Maeve's normal attacks should be doing a lot less damage; her critical attack will still hit for the full amount, as it bypasses any defenses. Maeve has around 1,000 HP, so you should have the Hero use Cutting Edge on her. Sylvando should use Oomph on him twice to increase the damage of Cutting Edge, which should hopefully be dealing enough damage to make the battle end a lot sooner. Serena should heal when necessary, and if you have Hustle Dance with Sylvando, then go with that, too. Veronica learns Frizzle at level 23, which helps a lot, plus Bang can help deal with the Rockbombs.


Eleven HP: 225 MP: 110
Jade HP: 269 MP: 55
Sylvando HP: 227 MP: 80
Serena HP: 179 MP: 130
Eleven HP: 86 MP: 102
Jade HP: 269 MP: 51
Sylvando HP: 227 MP: 80
Serena HP: 132 MP: 126
GAMER GUIDES
GAMER GUIDES

A rockbomb shows up!

Eleven takes 139 points of damage!

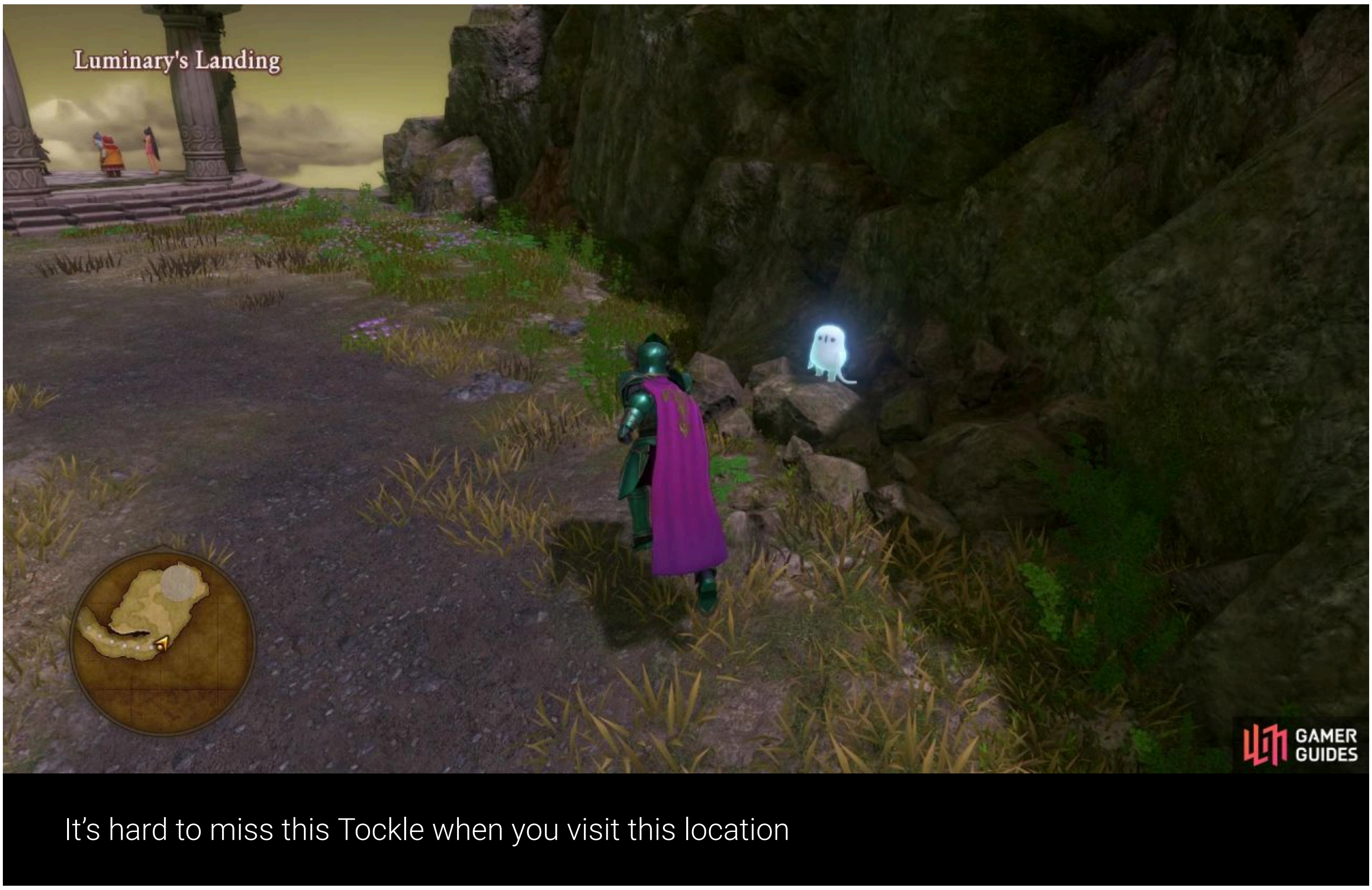
Maeve can summon Rockbombs to join her in the fight (left), Her critical attack can deal a lot of damage to a single character (right)

After defeating Maeve, listen to her story, then use Evac to head back to the beginning of the dungeon. Report back to the NPC who gave you the quest to finish and get your reward, which is a **Cautery Sword**.

Roamer Encampment

Pastword

When you revisit Arboria during the middle portion of the game, there will be some story events and you will go to a place called Luminary's Landing. While you make the short trek to the top of this area, you should see a Tockle on the side that grants you the pastword to this area.



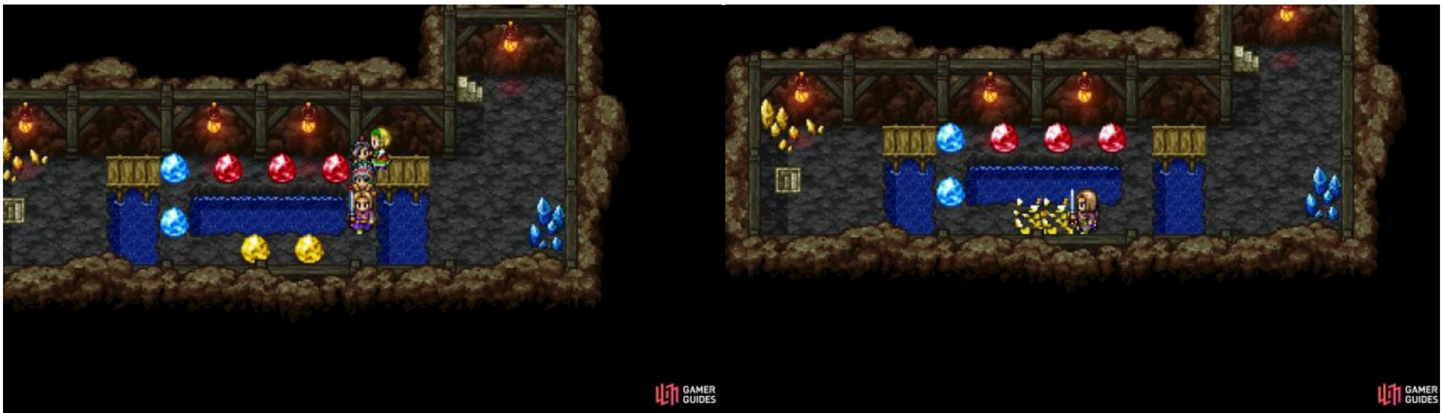
It's hard to miss this Tockle when you visit this location

Walkthrough

You will appear at a camping ground, where you see a bunch of tents. Before doing anything, head to the northwest corner and break the pots there for **13G**. Now, go talk to the old man in the middle of the area, who is Rom Baro, who describes the problem. It turns out their dancer, Lala, is ill and her husband, Kiefer, has went off to find a rare gem that is said to cure all ailments. Of course, this rare gem is found in the **Rainbow Mines**, another area in Tickington, so that is where you will need to go. Note that it's a good idea to bring along some Holy Waters, or if you have the Holy Protection spell with the Hero, since the enemies are kind of weak in the Rainbow Mines and you don't really need to fight them at all.

As you enter the Rainbow Mines and venture deeper into it, you will notice that there are colored gems.

Pushing two or more of the same-colored gems together will cause them to shatter, removing them from the field. On the **third floor**, push the two yellow ones together, then the two blue ones, to get to the stairs. You don't need to do anything on the **fourth floor**, as it's a straight shot to get to the **fifth floor**. Here, push the two blue ones in the middle together, then push the red one in the upper row to the left, which will destroy the red one on the bottom row. The yellows should be next, then you can push the red one in the bottom right to the left, allowing you access to the stairs and **sixth floor**.



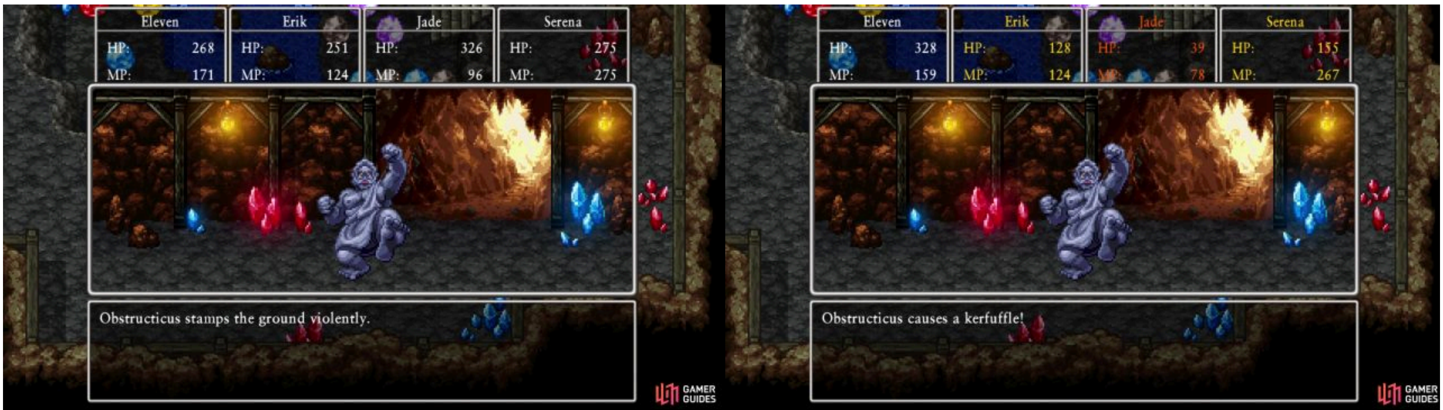
You will come across these colored gems during this quest (left), Just push like colored gems together for them to shatter (right)

This is a bigger puzzle here, so here's what you need to do. Push the first blue gem to the left, destroying the one in the center. Next, push the northern of the central red gems to the north, then circle around and push the two yellow gems together at the top. This should free up the blue gem in the northwest, allowing you to push it south and open up the way to the **seventh floor**. There's nothing for you to do here, but there are some new stairs in the southwest corner, so take them to appear on the **final floor**. Kiefer is here, but has trapped himself next to the green gem he wants, so it's time for one final puzzle.

Push the two purple ones together that are right by the stairs, then push the gray one to the north. After that, you can push the two yellow ones right there together, then begin working on pushing the red one towards the one to the north. The gray gems to the north can be pushed together, freeing up the one blue one. Instead of going to the left with the blue gem, begin pushing it towards the south, with your goal being the western of the two. The final two steps are just pushing the gray one just below the blue you broke to the south, then the purple one to the right. This allows you to free Kiefer, but a monster named Obstructicus appears and it's time for a fight.

BOSS - Obstructicus

While this may seem like a simple boss, it can be quite annoying, all due to one move. When the boss causes a **Kerfluffle**, it can inflict three annoying ailments on the entire party, which are Dazzle, Spell/ Ability sealing, and losing a turn. There is really nothing to do against this, although Serena's Snap, Crackle, Poof does help protect against the ailments. The only problem is that this is a single target skill, so by the time you want to cast it on the whole party, you will either have the ailments on your already or might have defeated the boss. Outside of that, the boss primarily has physical moves, such as a stomp that does more than normal damage to the whole party, and another attack that also hits the whole party. Kabuff is ideal for this battle, as is the usual Oomphle on your physical attackers. He has around 2,050 HP and high defense, so using Sap is highly suggested.


Eleven
HP: 268
MP: 171
Erik
HP: 251
MP: 124
Jade
HP: 326
MP: 96
Serena
HP: 275
MP: 275
Eleven
HP: 328
MP: 159
Erik
HP: 128
MP: 124
Jade
HP: 39
MP: 78
Serena
HP: 155
MP: 267

Obstructicus stamps the ground violently.

Obstructicus causes a kerfuffle!

The boss will deal a lot of damage to the party when doing this move (left), It can also inflict a variety of ailments when causing a kerfuffle (right)

Once Obstructicus is down, use Evac to leave the Rainbow Mines and return to the Roamer Encampment, speaking to Rom Baro. Not only will you get your reward, an **Yggdrasil Dew**, but you will also unlock the **Roamer Encampment (Night)** area.

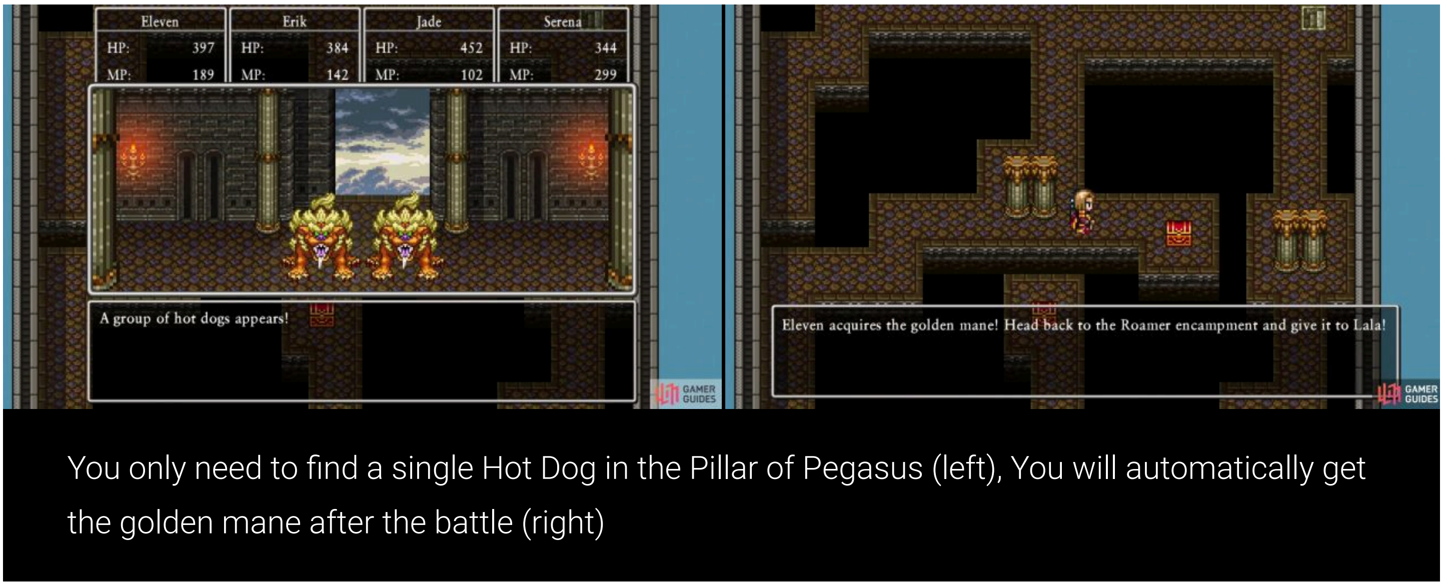
Roamer Encampment - Night

Unlock

This area is another that doesn't have a pastword/Tockle attached to it, as you need to finish another area in order to unlock it. Simply finish **Roamer Encampment** and you will automatically receive the unlock from Rom Baro upon getting your reward.

Walkthrough

Speak to Lala, who is the female NPC in front of the main tent, next to Rom Baro and Kiefer. The Roamers are set to do their dance, but their Torban of Truth is broken, so she wants your help in repairing it. You will receive the **No Music, No Life** quest here, but in order to finish it, you will need access to the **Pillar of Pegasus** area, so you might need to wait a little bit until you unlock that. In particular, you need to find a specific enemy inside of the Pillar of Pegasus.



A group of hot dogs appears!

Eleven acquires the golden mane! Head back to the Roamer encampment and give it to Lala!

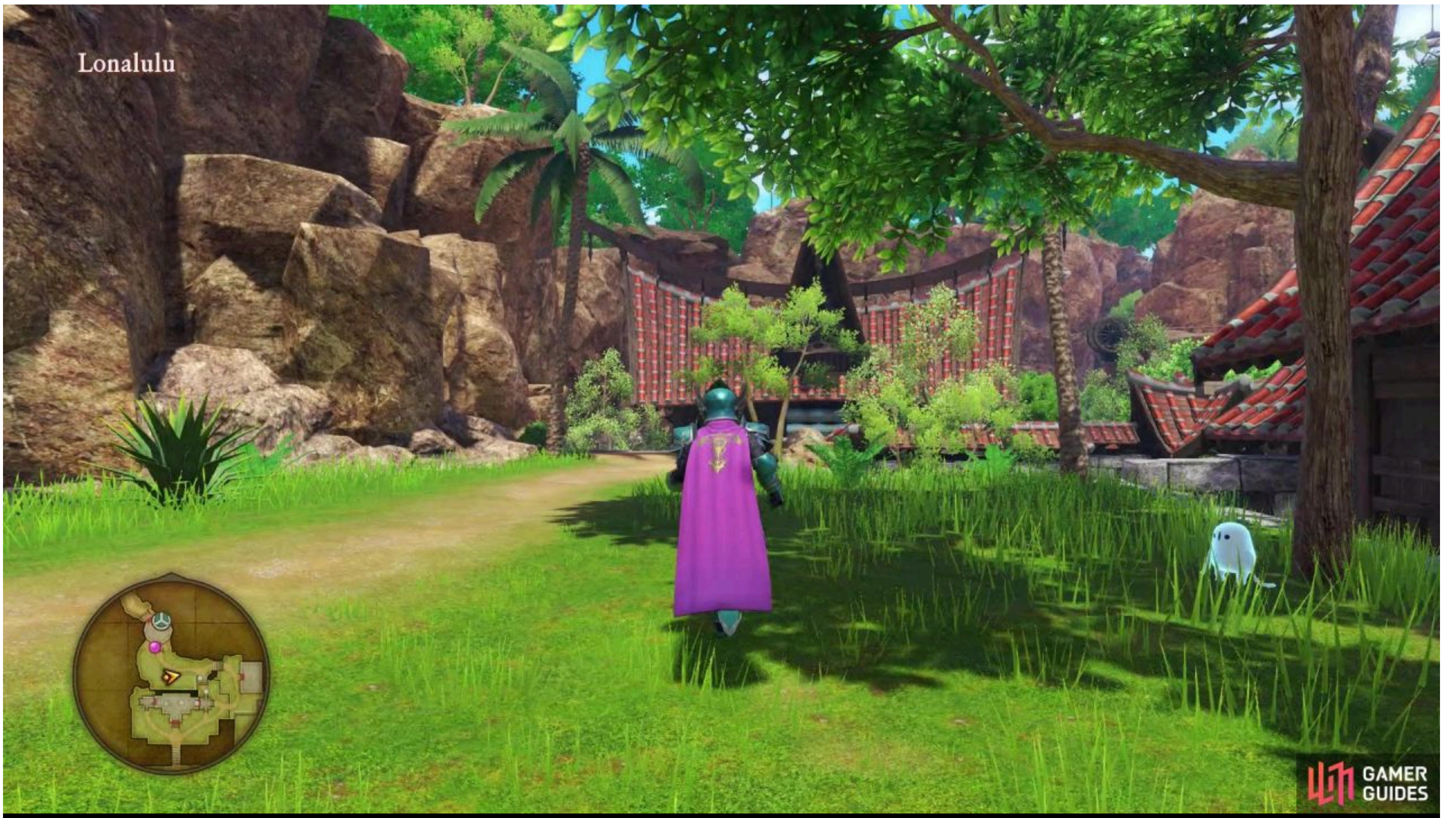
You only need to find a single Hot Dog in the Pillar of Pegasus (left), You will automatically get the golden mane after the battle (right)

The enemy you're looking for is called **Hot Dog**, which is found throughout the dungeon and isn't all too uncommon. It is highly likely you will run into some while making the trek through the place normally. Anyway, all you need to do is defeat a single Hot Dog and you will get the **golden mane** to drop after that battle. Once you have that item, bring it back to Lala in Roamer Encampment (Night) to finish the quest, with your reward being a pair of **Elevating Shoes**.

Chateau Felix

Pastword

In Lonalulu, make your way to the church at the northern end of the main area. South of the church's entrance, near a tree, should be a white/light blue Tockle that hands over the pastword.



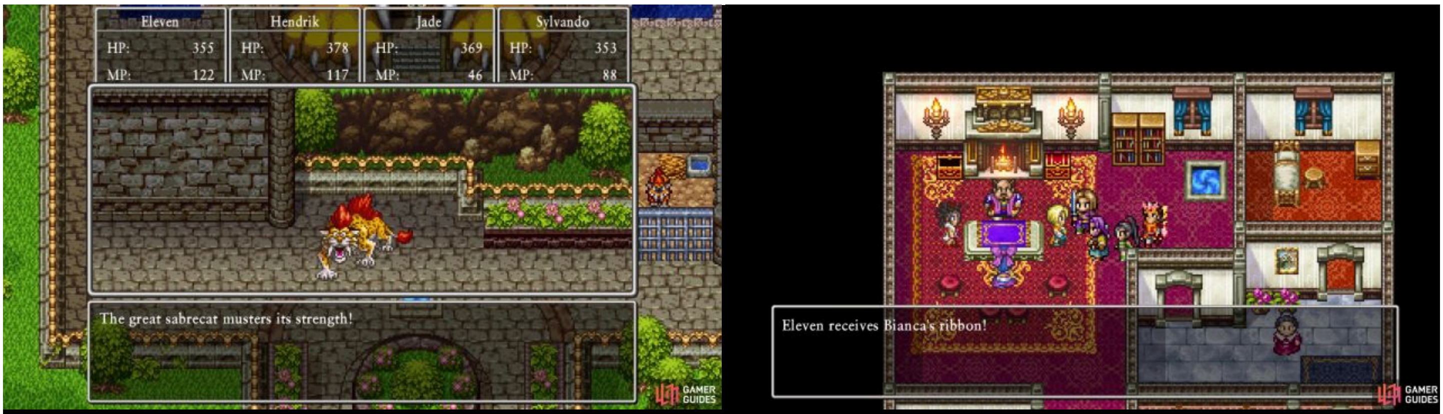
The Tockle will be right by a tree near the church in Lonalulu

Walkthrough

Despite getting this pastword early enough, you will not be able to do anything until you have access to, and complete, **Briscoletti's Mansion**. Once you do that, it might be helpful to speak with Bianca there (just in case), then head back to Chateau Felix. When you do this, you will find that a Great Sabrecat is attacking Tom. Speak to Tom and agree to help him to start the fight against the Great Sabrecat.

This isn't really a challenging battle, as the Sabrecat mostly does physical attacks. So, that means you will want Eight use Kabuff on the party to help reduce this. Note that it can do a desperate attack, which is a critical and bypasses defense. It can also unleash a War Cry, which causes your characters to lose a turn, but this seems to have a low chance of actually connecting. The creature only has around 1100 HP total, so it shouldn't take too long in bringing it down. After defeating the Sabrecat, it will slink off, so

Tom asks you to help find way of taming it, giving you the **One Crazy Cat** quest.


Eleven HP: 355 MP: 122
Hendrik HP: 378 MP: 117
Jade HP: 369 MP: 46
Sylvando HP: 353 MP: 88
GAMER GUIDES
GAMER GUIDES

The great sabrecat musters its strength!

Eleven receives Bianca's ribbon!

The Sabrecat can muster its strength to make its next attack stronger (left), Bianca in Briscoletti’s Mansion will give you her ribbon needed to complete this quest (right)

Head on over to Briscoletti’s Mansion and speak to Bianca, telling her that you’ve seen sabrecats on your travels. She will hand over **Bianca’s Ribbon**, so return to Chateau Felix and interact with the Sabrecat. Tom will ask if you’ve found something to calm the creature, so say yes to have it sniff the ribbon. As thanks for saving him, he will hand over your reward, a pair of **Beast Claws**. You will also receive the pastword for **Chateau Felix (Dusk)**, although you will need to wait a little bit before being able to complete that one.

Tickington » Altar of the Cursed King

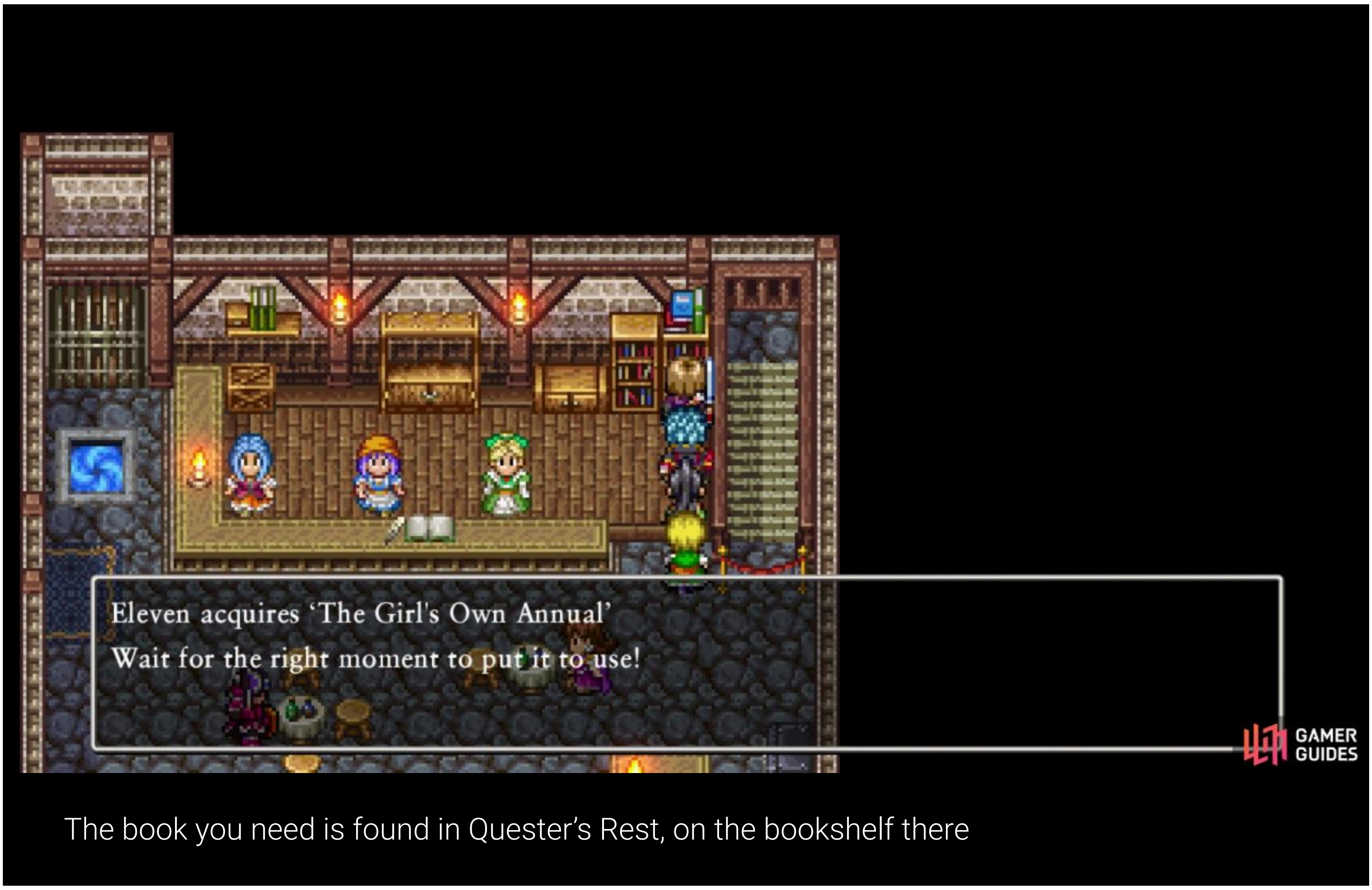
Chateau Felix - Dusk

Unlock

Unlike the majority of the areas in Tickington, this one isn't unlocked by finding a Tockle in the world. Instead, you simply need to finish Chateau Felix in order to have access to it.

Walkthrough

Upon visiting this area, you should see Jessica from Dragon Quest VIII, as well as her mother. It seems that Jessica is acting weird, so speak to her mother and she will ask you find something to change her daughter back to normal, giving you the quest called **Mother Knows Best**. There are two books that change personality, although one is the wrong choice. If you picked up the **Guns 'n' Buns** book from Briscoletti's Mansion, give it to Rosalind for a nice laugh or two.



Eleven acquires 'The Girl's Own Annual'
Wait for the right moment to put it to use!

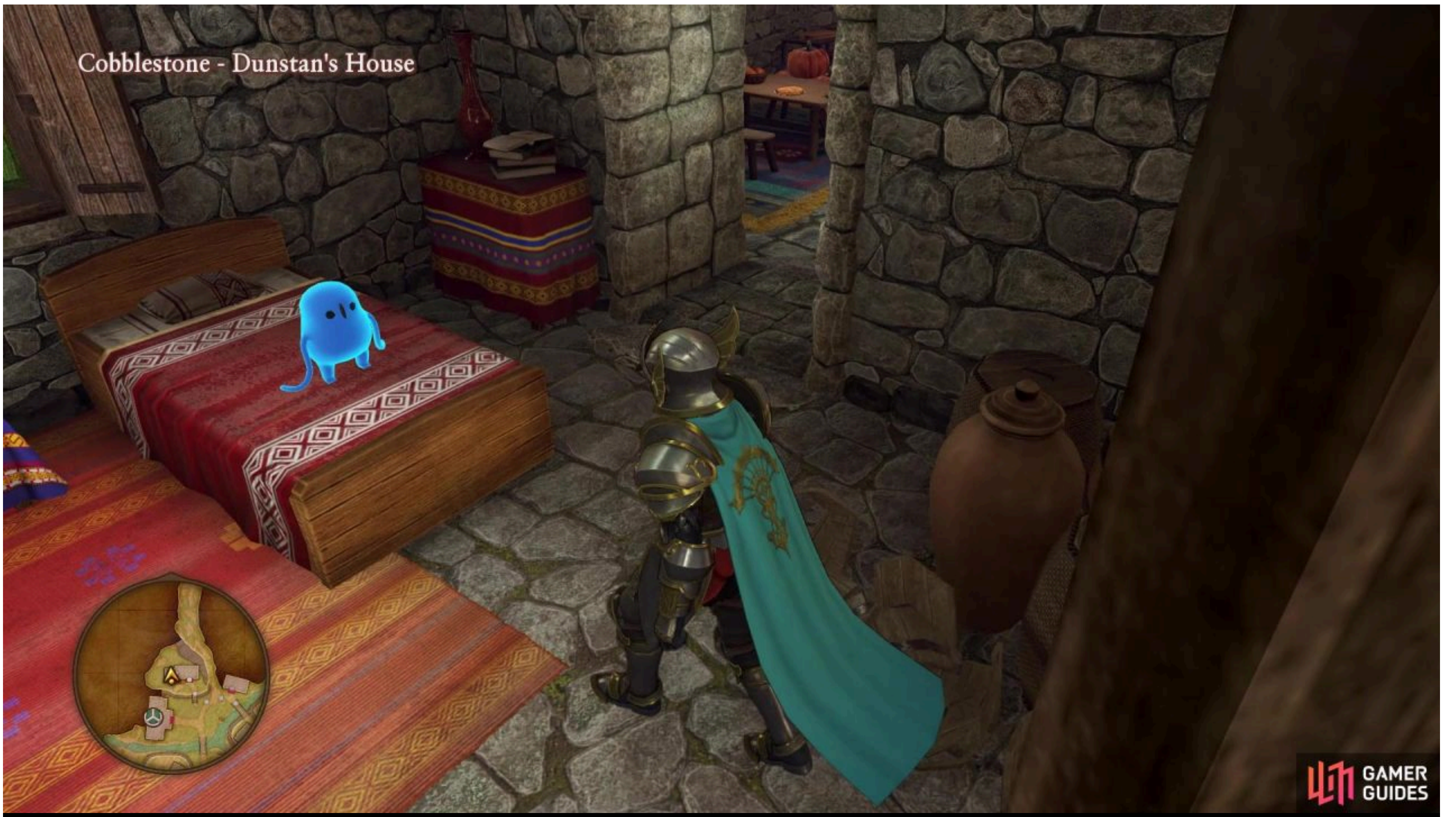
The book you need is found in Quester's Rest, on the bookshelf there

For the correct book, you will need to have access to the **Quester's Rest** area of Tickington. When you do, search the bookshelf on the right side of the room there to find the **The Girl's Own Annual** book. Give this one to Rosalind to finish the quest, who will hand over the **Goddess Whip** as a reward. This is a pretty strong whip, though, being stronger than most weapons for the characters that can equip whips.

Trodain Castle

Pastword

This Tockle is located in the final part of the game and requires you to do the side story in Cobblestone. You will need to find certain NPCs around the world and send them back to Cobblestone. Once you do this, return to Cobblestone to see it as normal and located Dunstan's house just north of the church. You will find the Tockle on the bed in the one room.



Once you rebuild Cobblestone, you can find this Tockle

Enemies

Monsters	HP
Bobonga	~530
Caped Caperer	~220
Dark Gryphon	~610
Dark Sabrecat	~630
Fromage Grey	~450
Heavy Hood	~490
Hell's Gatekeeper	~666

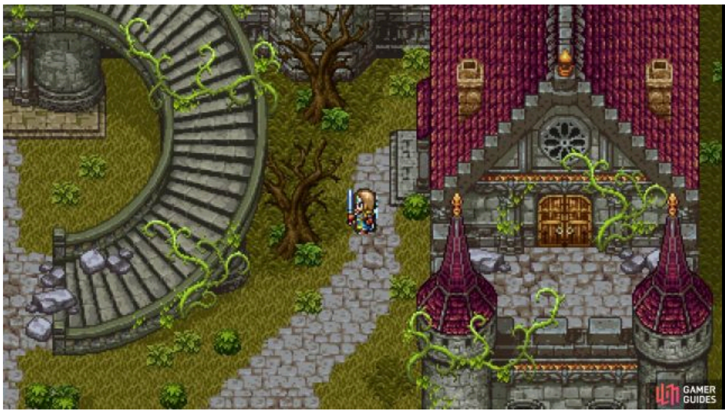
Monsters	HP
Jackal Ripper	~310
King Cureslime	~680
Metal King Slime	~20
Prince of Darkness	~850
Wight King	~320

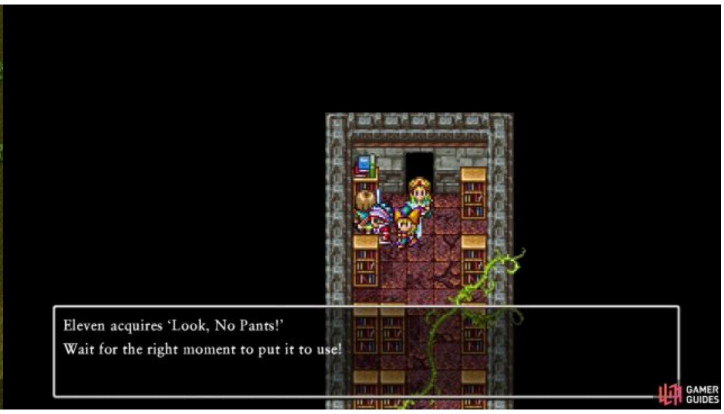
Depending on when you do this area, you've probably seen all of these enemies before, except for the **Fromage Grey**, **Jackal Ripper**, and **Prince of Darkness**. Those three enemies are exclusive to this area, but they can all be found inside the castle, so you will undoubtedly run into them while exploring for the treasures.

Walkthrough

As soon as you teleport into the area, you will hear a voice call out to you, mentioning that some fiend is making it so there is no night. You will receive the quest, **A Worrying Window**, and be set on your way. Before doing anything else, go straight north and up the giant stairs, where you will see a chest in front of the big doors **(1500G)**. The doors are locked, so you will have to find another way inside. Go back to ground level and to the eastern side of the courtyard, where you are looking for an entrance on the side of the building (look for the little steps and awning). Go in here and check the two barrels just above where you entered to find **200G**.

Continue south, down the long hallway, breaking the pots along the way for another **46G**. After doing that, take the stairs on the left side of the screen near the entrance here to go up to the second floor. Enter the room just below you to score four treasure chests, containing a **Seed of Magic**, **Gold Bar**, a **Pretty Betsy**, and an **Yggdrasil Dew**. Head through the doors at the top of the room and venture west, until you see another room with two more chests in it. Open these for a **Pretty Betsy** and **Seed of Therapeusis**, then bust the barrels in the room for **two Magic Beast Hides**. Return to the central part and open the doors on the southern end, which are the ones next to the first chest you opened in Trodain Castle (can use this as a shortcut, if needed).




Eleven acquires 'Look, No Pants!'
Wait for the right moment to put it to use!

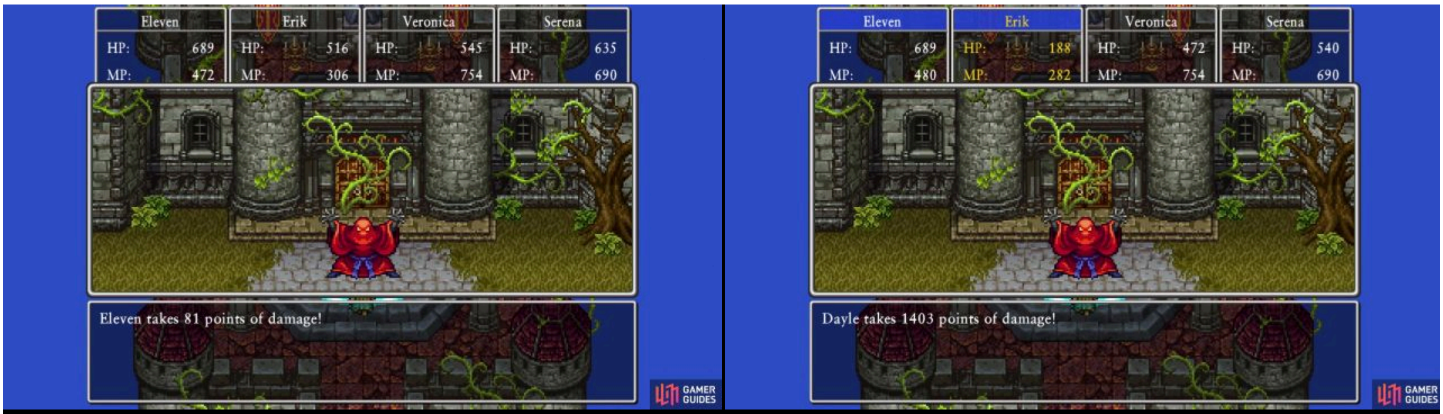
Enter the castle through this slightly hidden door on the side here (left), You probably finished it already, but this book can be used for Chateau Felix Dusk (right)

Return inside and look for the stairs going up in the northeast corner of the floor, leading to the third floor. Venture south and go into the room with the piano, then enter the room above it, where you can obtain a **Garter** from one of the wardrobes. Double back to the stairs you took to this floor, this time going west of them. When you get to the three barrels along the wall, break them to find **29G**, then pass through the doors to the south of them to appear outside. Go west and enter the door there, then down not one, but two flights of stairs (the eastern path has nothing on the middle floor).

Enter the first room you can to your south and break the two pots for **20G**, then exit and venture east, going into the throne room in the middle. In the southwest corner here, there will be a small room with three pots, one of which contains **58G**. North of those will be the bunch of barrels you just saw from above, so break those for a **Pretty Betsy** and **150G**. Exit to the southwest to enter the library. The bookshelf immediately to your left, as you enter, will have the **Look, No Pants!** book, which is something you can use if you haven't done the Chateau Felix (Dusk) area of Tickington. That's all there is, so return to the third floor and take the large staircase to the top, where you will find the monster controlling the daytime.

BOSS - Dayle

The fight here is pretty standard and straightforward, as Dayle is pretty much a magic user. First and foremost, there is something Dayle will do that is a waste of his turn, which is casting **Tick-Tock**. This will always fail, as it isn't suited for combat. Dayle has access to **Kafrizz**, which only hits a single ally, while **Kacrack** will hit your entire party. Since these are the only offensive spells in his arsenal, both of which are elemental, you can use Magic Barrier to help bring down the damage they do. The last thing Dayle can do is cast **Fizzle** on your party, meaning they won't be able to use spells. He has around 3900 HP, so it shouldn't take too long to bring him down.



Eleven takes 81 points of damage!

Dayle takes 1403 points of damage!

Magic Barrier helps mitigate the damage done by the boss' spells (left), Erik can become very powerful in the final party of the game (right)

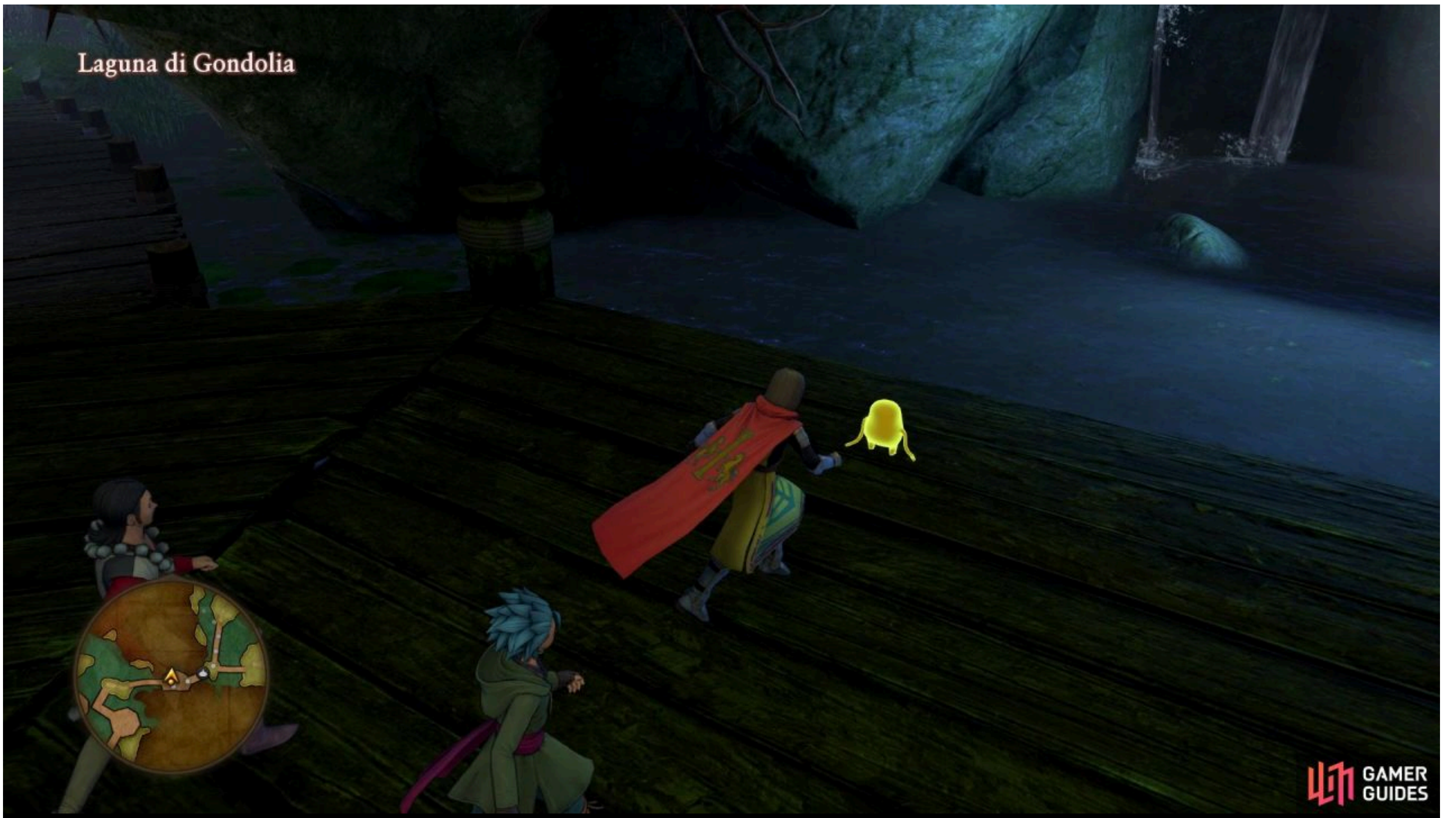
Upon defeat Dayle, you will finally return night to the area, with the mysterious voice from before thanking you. Your reward is a **Shamshir of Light**, a decent sword, although it’s not unique in any way. If you want a little extra cameo, go back into the library on the left side of the ground floor, then inspect the Moonshadow window to see some familiar faces from Dragon Quest VIII.

Tickington » Altar of the Starry Skies

The Observatory

Pastword

You will find this Tockle in Laguna di Gondolia. There is a small cave you pass through to reach the central portion of the Laguna. That is where you will find the Tockle.



You will find this Tockle earlier in the game, although you can’t complete the area until later

Walkthrough

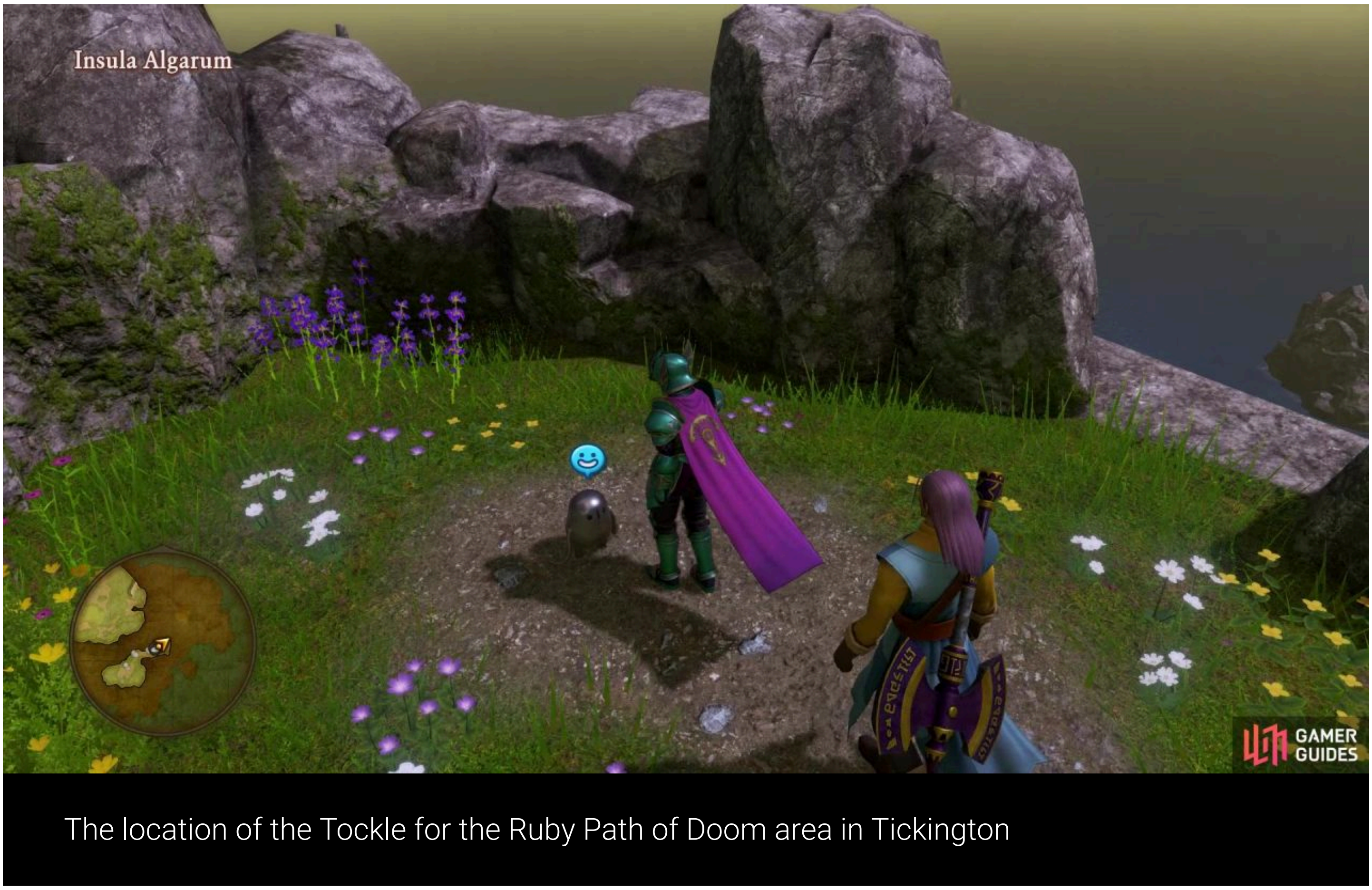
Whenever you first go to the Observatory, you will find some NPCs there. Speak with Aquila to get the quest, **Go Fygger**, where he wants you to find the missing Fygg, an item that is an offering to the Yggdrasil tree. Unfortunately, at the time you gain access to this area, you won’t be able to complete it, since the item you need is in the next area of the Altar of the Starry Skies, the **Ruby Path of Doom**.

Upon defeating the one boss there, you will receive the **fygg** in question, so bring it back for your reward, an item called the **Benevolessence**. The nice thing about this item is that using it in battle grants the same buff as Magic Barrier, which also stacks twice. This especially helps later on in the game, when you’re fighting enemies with powerful magic spells.

Ruby Path of Doom

Pastword

This one is found on Insula Algarum, which is the island northeast of The Strand, and southeast of Sniflheim. Once you are there, in the middle portion of the game, head to the second area and get the mountable Dragon Rider mount. Fly around to the southern side of the island and look for the spot where you can land. This is the same spot that has the tree harvesting point. Once you're there, travel to the end of the narrow path to find a black/dark Tockle that gives you this pastword.



The location of the Tockle for the Ruby Path of Doom area in Tickington

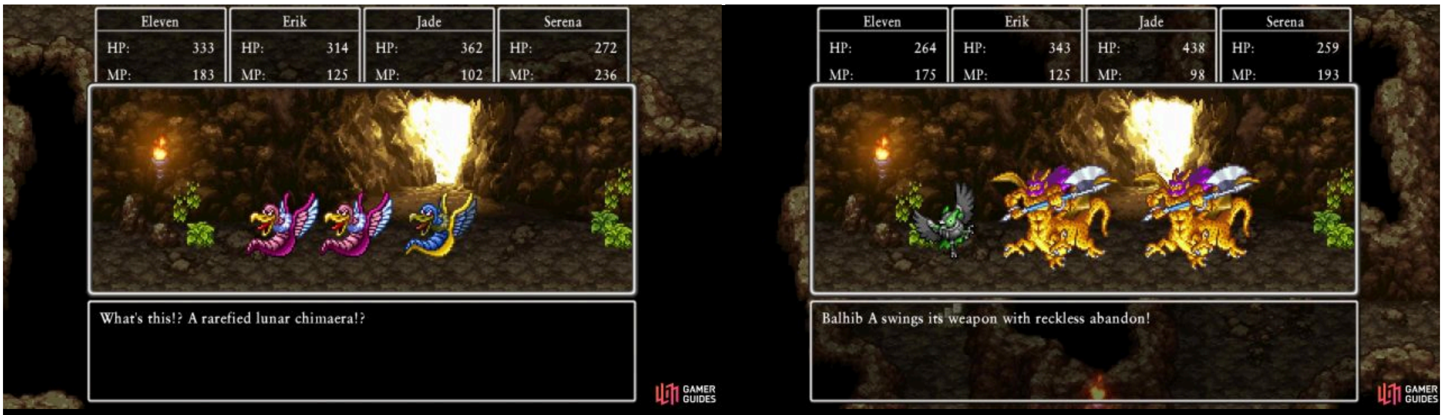
Enemies

Monsters	HP
Balhib	~565
Bodkin Bowyer	~105
Cosmic Chimaera	~165
Fromage Fey	~270
Godsteed	~770
Goodybag	~260

Monsters	HP
Gnashturtium	~780
Hellbound Hunter	~150
Infernal Armour	~165
King Crab	~220
Lunar Chimaera	~1300
Master Moosifer	~1580
Metal King Slime	~20
Moosifer	~335
Robo-Robin	~200
Sail Serpent	~300
Scourgette	~170
Sprite Bulb	~130
Stout Troll	~1680
Tantamount	~320
Whirly Girly	~130

A good number of enemies here are nothing special, and you probably already fought them during your adventures, especially if you waited until you've gotten all party members back during the middle portion of the game. **Cosmic Chimaera** are annoying, since they have a breath attack and can also use Multiheal, so focus on them when present. It isn't until the fourth and fifth floors that things get a little more challenging, especially with **Balhibs**. These things have a little more HP than the others, plus their "reckless abandon" attack can hit randomy characters up to three times. It should be noted that the **Hellbound Hunter**, **Goody Bag**, and **Fromage Fey** are only found in this area.

Once you defeat the boss on the sixth floor, you will begin encountering enemies there and they are definitely tough. In fact, you don't normally encounter them until the third portion of the game, but you shouldn't really find them unless you want to, since it's easy to bypass that floor after defeating the boss. However, there are three enemies you will want to keep an eye out for on the sixth floor. They are strong and have access to a bunch of nasty spells, but two of them have rare drops that are definitely great. Master Moosifer drops **Frostfire Fingers**, a nice set of claws, while Godsteed drops **Meteorite Bracers**, which gives a lot of Agility.



Eleven	Erik	Jade	Serena
HP: 333	HP: 314	HP: 362	HP: 272
MP: 183	MP: 125	MP: 102	MP: 236

What's this!? A rarefied lunar chimaera!?

Eleven	Erik	Jade	Serena
HP: 264	HP: 343	HP: 438	HP: 259
MP: 175	MP: 125	MP: 98	MP: 193

Balhib A swings its weapon with reckless abandon!

The rarefied Lunar Chimaera can be found in this dungeon (left), Enemies will get more challenging the deeper you go (right)

Walkthrough

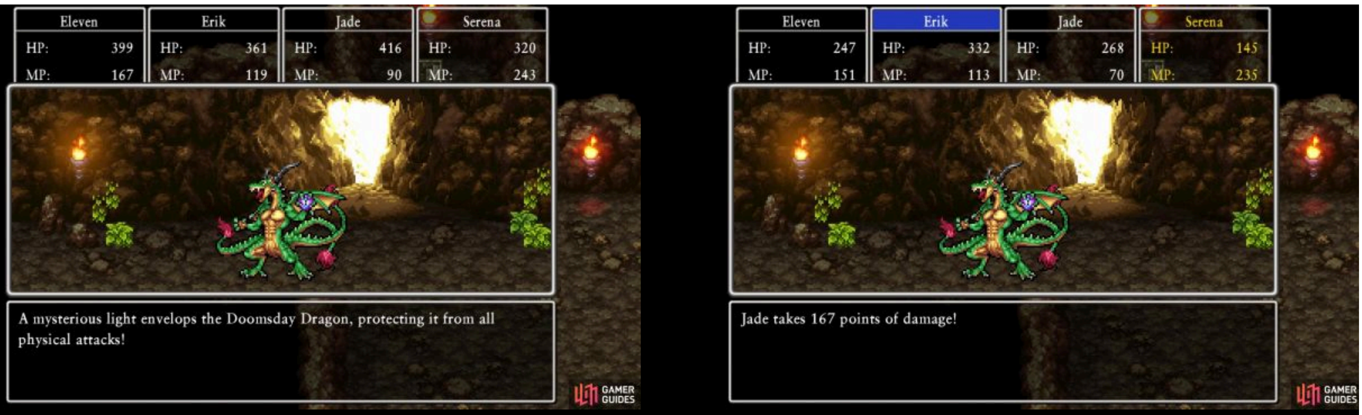
When you can first unlock this area, you might be a bit underprepared for it, as it's an actual dungeon and it becomes a bit more dangerous the deeper you go. That being said, you might want to wait until you have access to all of your characters in the middle portion of the game before heading here. You will probably want two healers going into the boss fights here, especially if you're a lower level or don't have all of the characters yet. When you first choose this area, you will be placed straight into the dungeon, with there being a soldier right next to where you warp into the place. He asks if you are there to complain, so say no and you will get the quest, **Mad About Maps**.

After getting the quest, head east and you will find the stairs in the corner, as there's nothing on the first floor. On the **second floor**, head southwest from the stairs to find a chest with some **Saint's Ashes**, then go north and follow that path until you reach a crossroads. There will be two paths going north, so move a little north and you should see the stairs leading to the next floor. On the **third floor**, continue north and you should notice two chests off to the northwest, which contain a **Seed of Therapeusis** and a **Seed of Deftness**. From the chests, go south and immediately east, until you see the next set of stairs.

Ignore them, though, as there is another chest just south of them, which contains a **Seed of Defence**. The **fourth floor** will have you going east, where you'll see the stairs just to your south. If you keep heading east, though, you will find another chest that has a **Pretty Betsy** inside. Take the stairs you passed to the **fifth floor** now, going north at first and around a corner to a chest, which contains a **Seed of Life**. Continue east from there until you find another chest a little to your south, which is housing **5000G**; you should see the stairs just to your left, leading to the **sixth floor**. When first arriving here, there will be no random encounters, until you defeat the boss. Before heading north, from the stairs, go east and south to find a small alcove with a chest, containing a **Seed of Agility**. Head north until you find a dragon, speaking to it to start the fight.

BOSS - Doomsday Dragon

Doomsday Dragon gets two actions per turn, so you need to be careful. One thing you do need to be careful about is when the Dragon uses **Doomsday Gaze**, as this will protect him from all physical attacks. When he does this, you should just take a turn to buff/heal up and/or defend with your characters. You will also see a **Doomsday Roar**, which hits all characters for around 60 or so damage. **Doomsday Blaze** will deal upwards of 160+ damage to a single character, while **Kasizz** deals upwards of 80+ to your party. You will also need to be cautious of its normal attack, as it can hit for 100+ to a single character.



A mysterious light envelops the Doomsday Dragon, protecting it from all physical attacks!

Jade takes 167 points of damage!

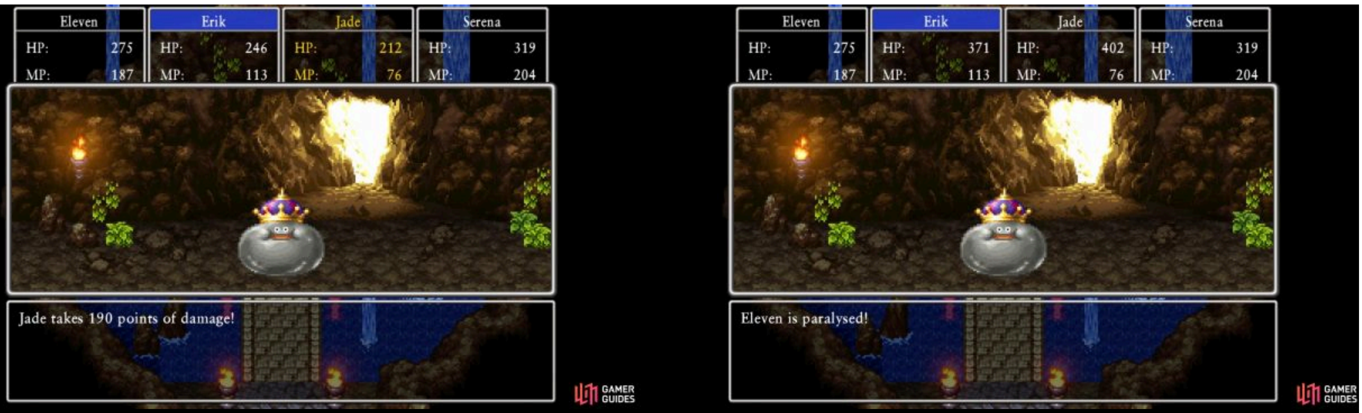
The Dragon cannot be harmed by physical attacks when it uses Doomsday Gaze (left), Doomsday Blaze inflicts some major damage to a single character (right)

Luckily, the Doomsday Dragon, despite the powerful arsenal above, only has 1800 HP, so it's likely not going to last very long. You should have Sylvando/Serena/Rab heal every turn, just in case, but you will also want Oomphle cast on your Hero and Jade. They should be using Unbridled Blade and Multithrust, respectively, as those should be the biggest damage dealers. Note that you can forgo Oomphle on Jade, since she has Re-Vamp, which gives her a great boost in attack and defense.

After the battle is over, you will witness the drago turn into an ordinary slime, as it seems he ate something called a **fygg** to gain some extra power. Even better, he hands over the **fygg** to you, which is the item needed to complete **The Observatory**, one of the first Pastwords you got for Tickington. However, that was just a side thing, as you still need to solve the problem for this area. Note that enemies will begin appearing on this floor and if you wish to avoid them, especially since they are very challenging, it's best to quickly get to the stairs leading to the **seventh floor**. Here, you will see the true culprit because getting mad about this grotto, the King of Metal King Slimes, so it's time for another fight.

BOSS - King of Metal King Slimes

As one would expect, being a member of the Metal Slime family of monsters, this boss has high defense. Despite this, though, their defense isn't as high as the normal versions, so strong attacks will still work against them. In fact, if your Hero has high strength, Unbridled Blade should still deal a decent amount of damage. Jade should be using spears, so she should have access to the critical-hit moves, which she can use on the boss, while Eight should have Hatchet Man. Remember that critical hits will ignore defense, so they always do full damage.



Jade takes 190 points of damage!

Eleven is paralysed!

The bolt attack from the King hits the party for major damage (left), plus it can also inflict paralysis (right)

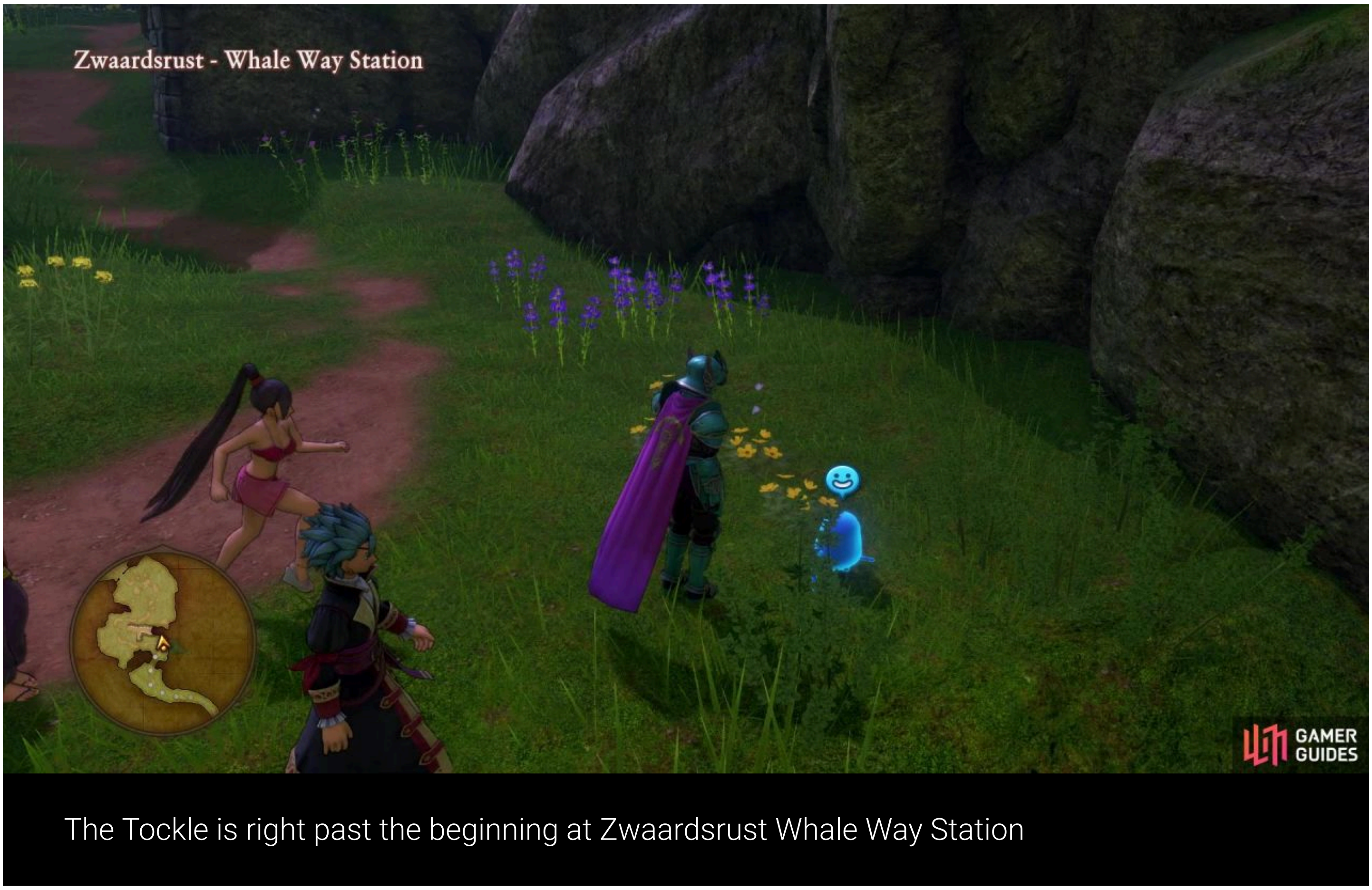
The King of Metal King Slimes only has around 800 HP, so with some good luck on your side, the fight should be on the short side. As for its attacks, the boss can summon bolts to deal around 140+ damage to the entire party, while also potentially paralyzing them. It can also use Kasap on your party to lower their defenses, with it trying to smother a single character. There is also Kafrizz and Anathemetize, both of which can be bad, the latter lowering spell resistance. The lightning attack is by far its most damaging ability, so you should have someone healing every turn, just in case it decides to spam it.

Thankfully, the King of Metal King Slimes counts as an actual Metal Slime-type, so it gives you a lot of experience for defeating it. It will run off after you win, so cast Evac to return to the beginning of the dungeon, then speak to the soldier to receive your reward, some **Molten Globules**.

Quester's Rest

Pastword

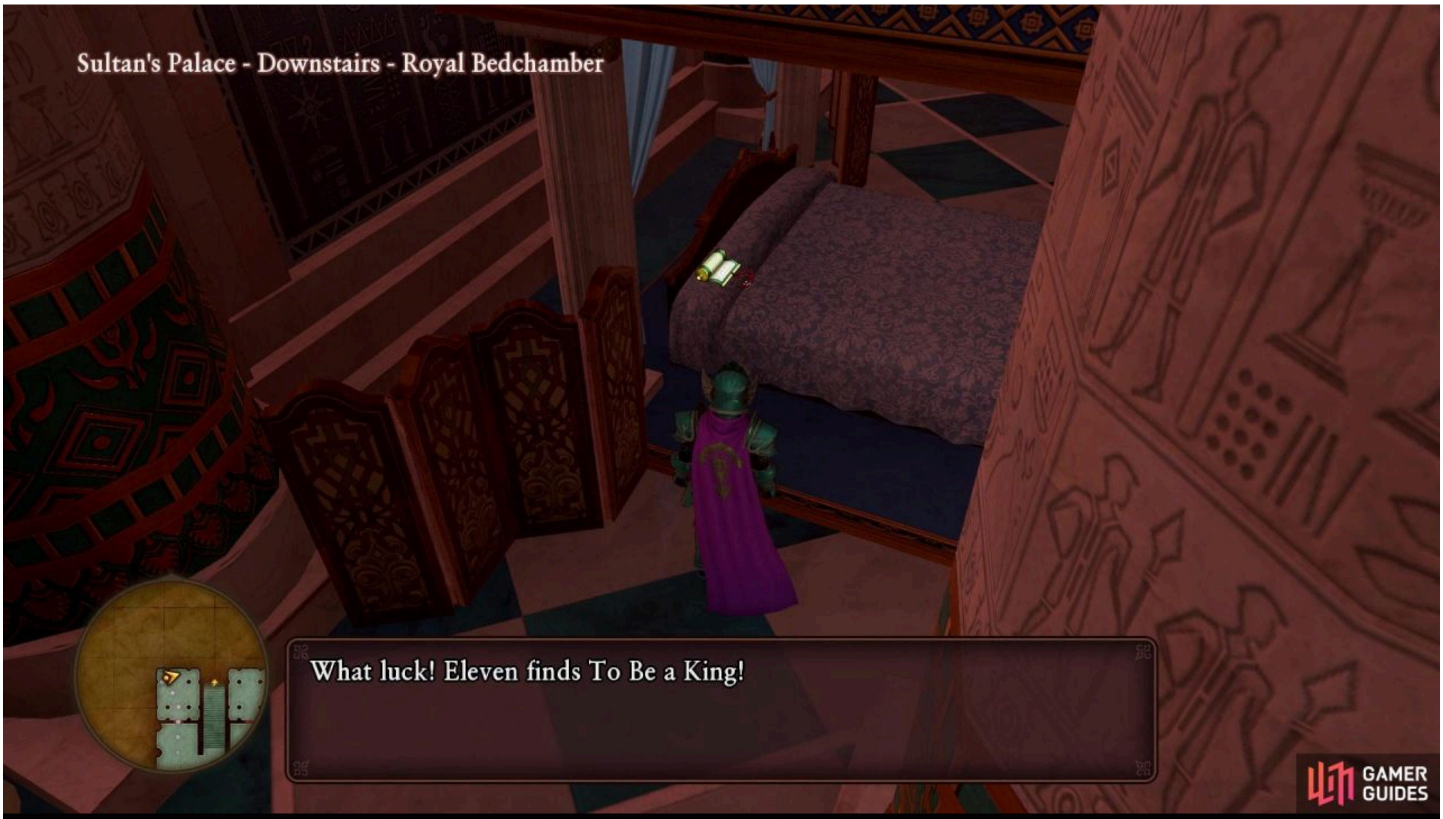
Once you have access to the skies, with Cetacea, you can visit a variety of Whale Way stations, which are shown on the world map with golden sparkles. Head to the Zwaardsrust Whale Way Station and land there. Near the start, after passing through a little archway, you should see a blue Tockle, so speak with it to get the pastword.



The Tockle is right past the beginning at Zwaardsrust Whale Way Station

Walkthrough

You will appear inside of an inn, but before doing anything else, check the bookshelf on the right side to acquire a book called **The Girl's Own Annual**. This is a book that can change a person's personality, which is needed for **Chateau Felix (Dusk)**. In order to complete this quest, you will need to have access to Gallopolis in the second portion of the game, which happens after completing the events at **Havens Above** in that section.



What luck! Eleven finds To Be a King!

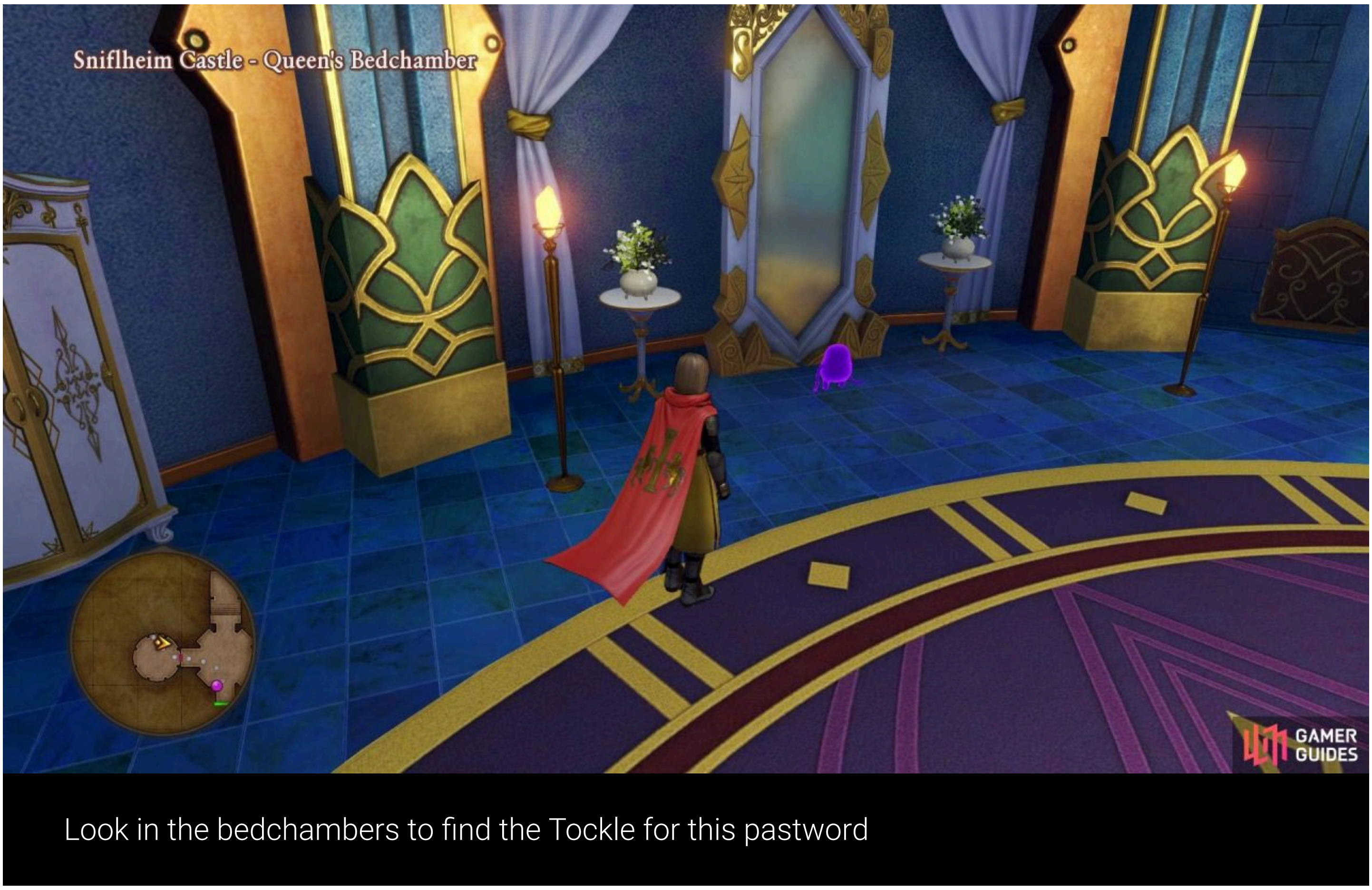
The book you need is in the Sultan's bedchamber in Gallopolis

Speak to Patth, who is the blue-haired NPC behind the counter on the left, who mentions to come behind the counter and speak to her. Her friend, Erinn, seems to need a little bit of motivation, so she asks you to find a book, giving you the quest, **Innfinite Potential**. Once you have access to Gallopis, head into the palace and enter the Sultan's bedchamber, which is the one to the left of the stairs leading to the throne. Look on the left side of his actual bed to find a golden sparkle, so grab it to get **To Be a King**. When you have this item, bring it back to Patty at Quester's Rest to finish the quest, earning yourself a **Sainted Soma**.

Room of Revival

Pastword

After saving Sniflheim from its icy doom, you will be able to fully explore the town. Head into the castle and go to the left to find a bedroom. Inside, you will see the purple Tockle in front of the mirror, who will give you the pastword for this area.



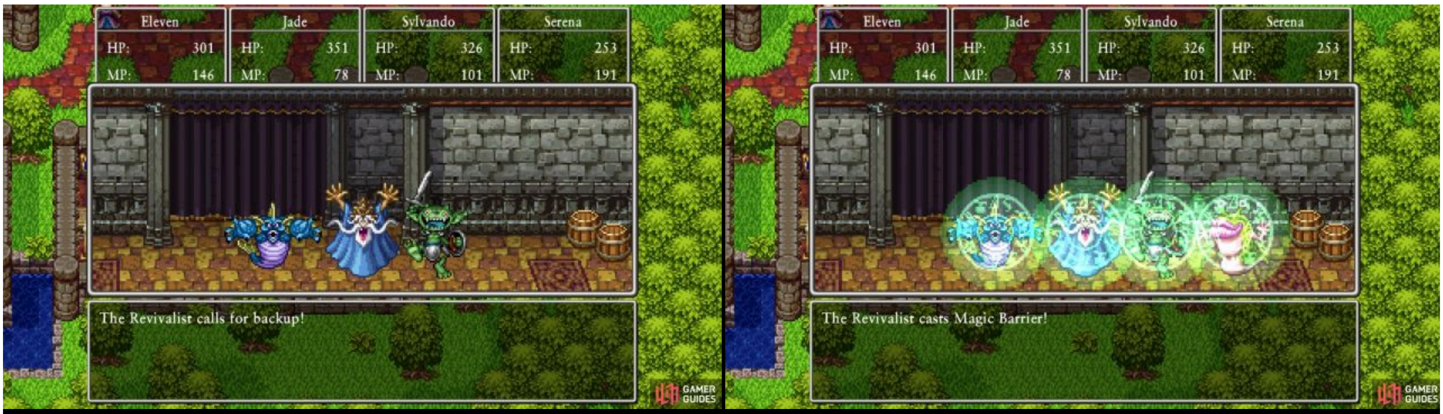
Look in the bedchambers to find the Tockle for this pastword

Walkthrough

When you first enter this area, you will see two NPCs and a bunch of monsters on the outside platforms. Speak to the NPC in the middle to learn of their problem, giving you the quest, **Rebirth Rebuffed**. The fiend messing with their rebirth process is called the Revivalist and is looking for something called the Lyre of Ire. If you recall from earlier, the Lyre of Ire was the object of attention in **Galenholm's** chapter of the Tickington areas. Exit the Room of Revival and head on over to Galenholm. Go to the inn and speak to the old man in the back to find the Revivalist, which will trigger a boss fight.

BOSS - Revivalist

The very first thing that the Revivalist will do in the battle, even before you can act, is summon three enemies (Grublin, Merman and Kisser), then cast Kabuff and Magic Barrier on everyone. After doing this, the Revivalist will act twice per turn. The greatest threat here is definitely the boss, so you should try to concentrate all attacks on him until he is gone. If you feel like the damage is too high from the other enemies, then simply get rid of all but one. The Grublin seems to be the least worrisome, though, since it only appears to be able to attack one character, unlike the other two having party-wide attacks.


Eleven HP: 301 MP: 146
Jade HP: 351 MP: 78
Sylvando HP: 326 MP: 101
Serena HP: 253 MP: 191
GAMER GUIDES
Eleven HP: 301 MP: 146
Jade HP: 351 MP: 78
Sylvando HP: 326 MP: 101
Serena HP: 253 MP: 191
GAMER GUIDES

The Revivalist calls for backup!

The Revivalist casts Magic Barrier!

The boss will summon monsters as his first set of actions (left), then he will buff everyone with both Kabuff and Magic Barrier (right)

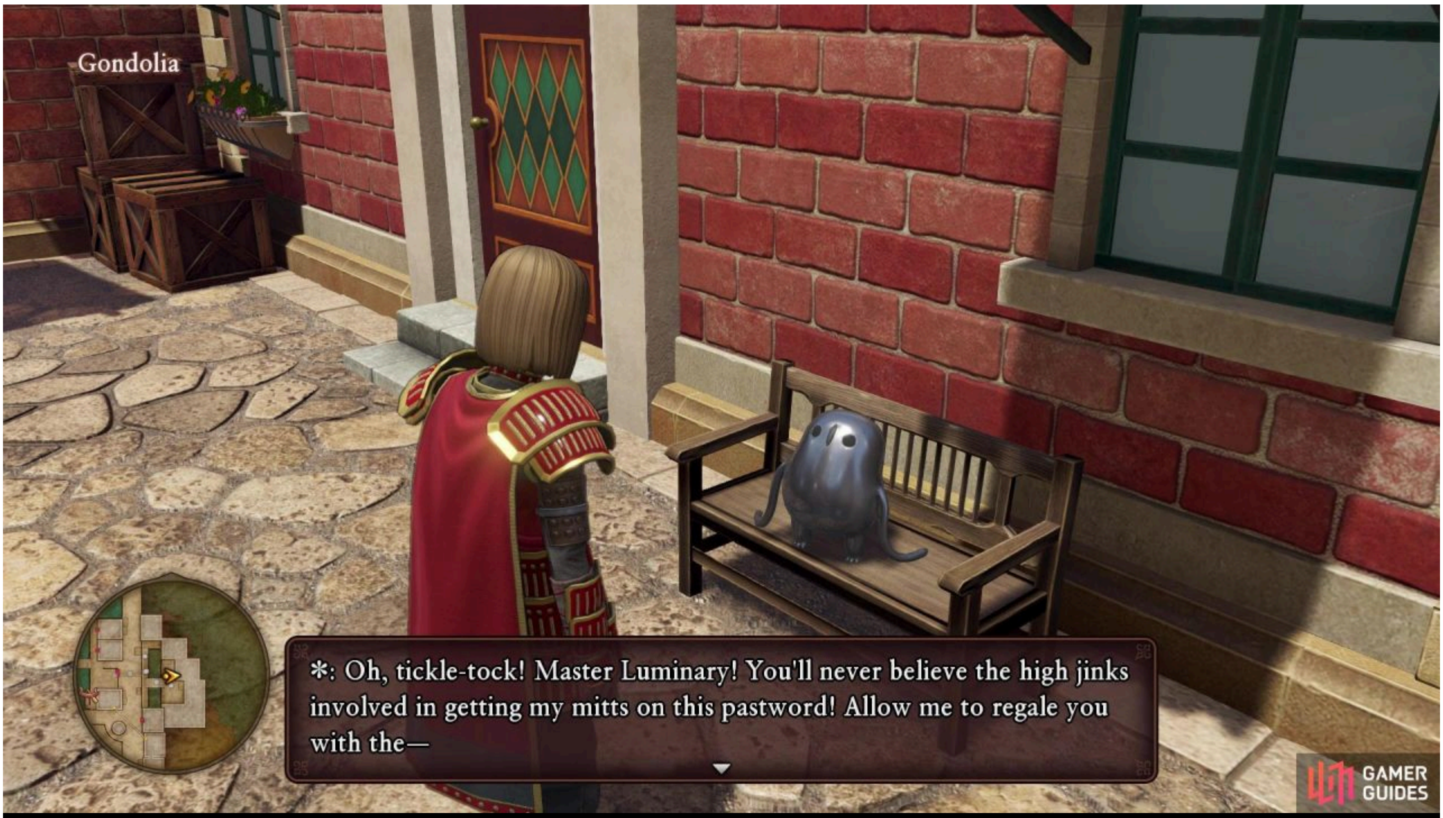
As for the Revivalist, he will sometimes waste a turn by “looking for a smile,” which is always nice for you. You might see the Revivalist use **Underpants Dance**, which can cause any characters affected by it to lose a turn. In addition to this, the only real attack the Revivalist has is **Swoosh**, which hits the entire party for around 60 or so damage. Needless to say, using Multiheal or Hustle Dance can easily counter any damage done by Swoosh. The only other skill in the boss’ arsenal is **Oomph**, which it will do to up its own attack.

Once you down the Revivalist, report back to the one NPC at the Room of Revival to finish the area and get your reward, a pair of **All-Weather Earrings**.

Tenton

Pastword

Once you have the Ultimate Key from Havens Above in the final part of the game, head to Gondolia (might need to clear the story event there) and pass through the locked door. Near the one chest that contains 50000G, there is a small bench and the Tockle will be sitting on that bench.



*: Oh, tickle-tock! Master Luminary! You'll never believe the high jinks involved in getting my mitts on this pastword! Allow me to regale you with the—

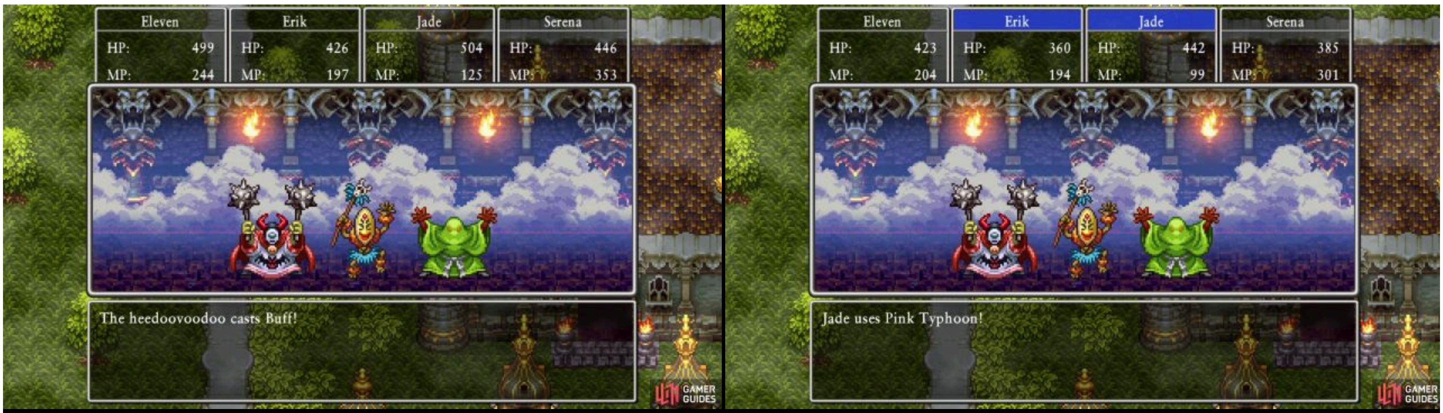
It can be a little hard to spot this Tockle on the bench here

Walkthrough

As you arrive in this area, you can check the breakables around the village for some measly amounts of gold, as well as a Single Phial. Speak to the NPC standing in front of the central structure to find out their guardian deity, the Galapagod, has been taken by monsters. She wants you to go rescue him, with the monsters taking him to Baramos's Castle (the first one). Thankfully, there are no random encounters here anymore, so you don't have to worry about getting into fights. You simply need to go through the place like normal, until you reach the former king sitting on his throne, with the double doors to the south of him. Once you go outside, you will see some monsters harassing the Galapagod to your left, so talk to all of the monsters to get thrown into a battle with them.

Despite them being regular monsters, this battle can be a bit tricky. You are up against a Wrecktor, a Heedoovoodoo, and a Leger-de-Man. Of the three, the Heedoovoodoo should be your first target, as it can use Buff on the others to boost their defenses, as well as Fuddle to try and confuse one of your party members. You will also see it try to curse a party member. You will definitely want to have someone who can use Sap to counter the Buff, because the Heedoo's defense is pretty high with it. You might also see the Heedoo use Moreheal, but this shouldn't be too much of a problem.

As for the other two, Wrecktor can use Bounce on someone to make sure you can use magic for a turn, as well as Anathematise to lower someone's magical defense a little bit. This will make its only damaging spell hurt a bit more, which is Boom. The Leger-de-Man has both Kafrizz for single target damage, and Kacrack to hit your entire party. The Leger-de-Man has Kafrizz, which targets a single character, as well as Kacrack, hitting everyone. There is also Fizzle, which can stop your characters from doing spells, something you don't want, although most of your damage here will be coming from Abilities.



The heedoovoodoo casts Buff!

Jade uses Pink Typhoon!

The Heedoo's Buff makes physical attacks not as effective (left), Use skills like Pink Typhoon, Gold Rush and Quadraslash (right)

Physical attacks are not going to be as good in this fight, since their physical defense is high, kind of requiring Sap to do anything substantial. However, your characters should have access to some of the more damaging skills that hit all enemies, like Jade's Pink Typhoon/Tornado and Sylvando's Gold Rush, as well as the Hero's Quadraslash. These are nice because they either do fixed damage (Gold Rush) or some kind of elemental damage, so they're not physical and won't be mitigated by Buff. Keep your characters' health above 200, just in case, and this battle should be a bit easier once you do the above.

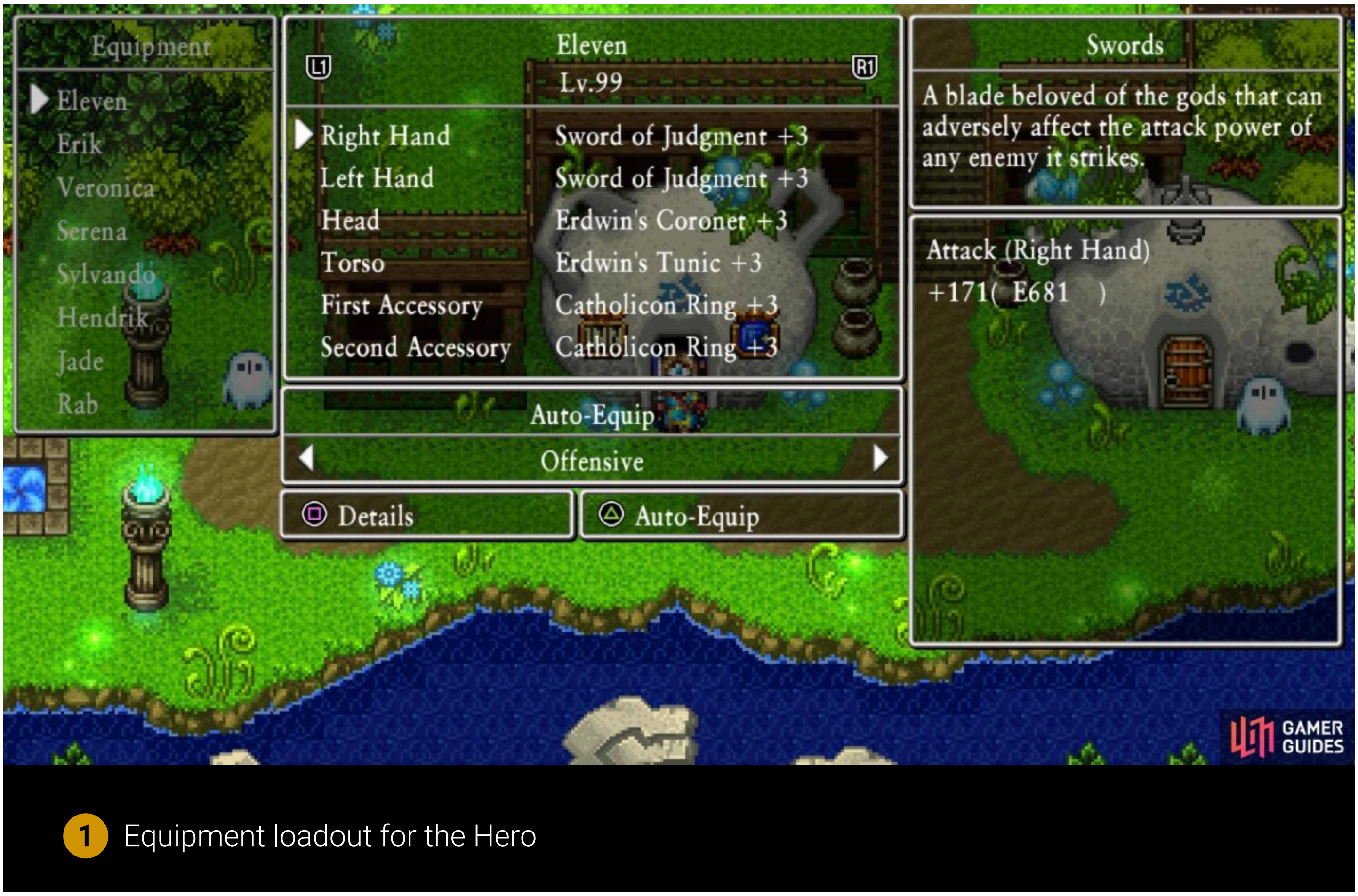
With the battle won, you will use the Zoomstone given to you to automatically warp back to Tenton, where you can speak with the questgiver to receive you reward, a **Pep Pop**.

Tickington » Hall of Remembrance

Hall of Remembrance Level 1

The Hall of Remembrance is a special area that opens up upon completing all other areas at the ten altars in Tickington. You will know all areas are complete for an altar when a statue appears on it. Behind all of the altars will be a staircase, leading to another room with one final altar, the **Altar of an Elusive Age**. Before venturing forth, you will want to make sure you're prepared, as you will be fighting tough bosses. There are four areas to the Hall of Remembrance, each one pitting you against multiple bosses at the same time (except for the final one).

Before diving in, you will probably want to be level 99, so if you haven't done that yet, check out the **How To Level page**. You will also want to make sure you have eight Catholicon Rings, all of them at +3. These will grant you full protection from some of the ailments in the game, but not all of them, as there is no way to fully protect against every single ailment in the game. Equip two of those on each character and nothing else, despite some characters having accessories being extremely helpful in other ways. You will also want all of the best equipment you can get for your characters, all fully upgraded, too.



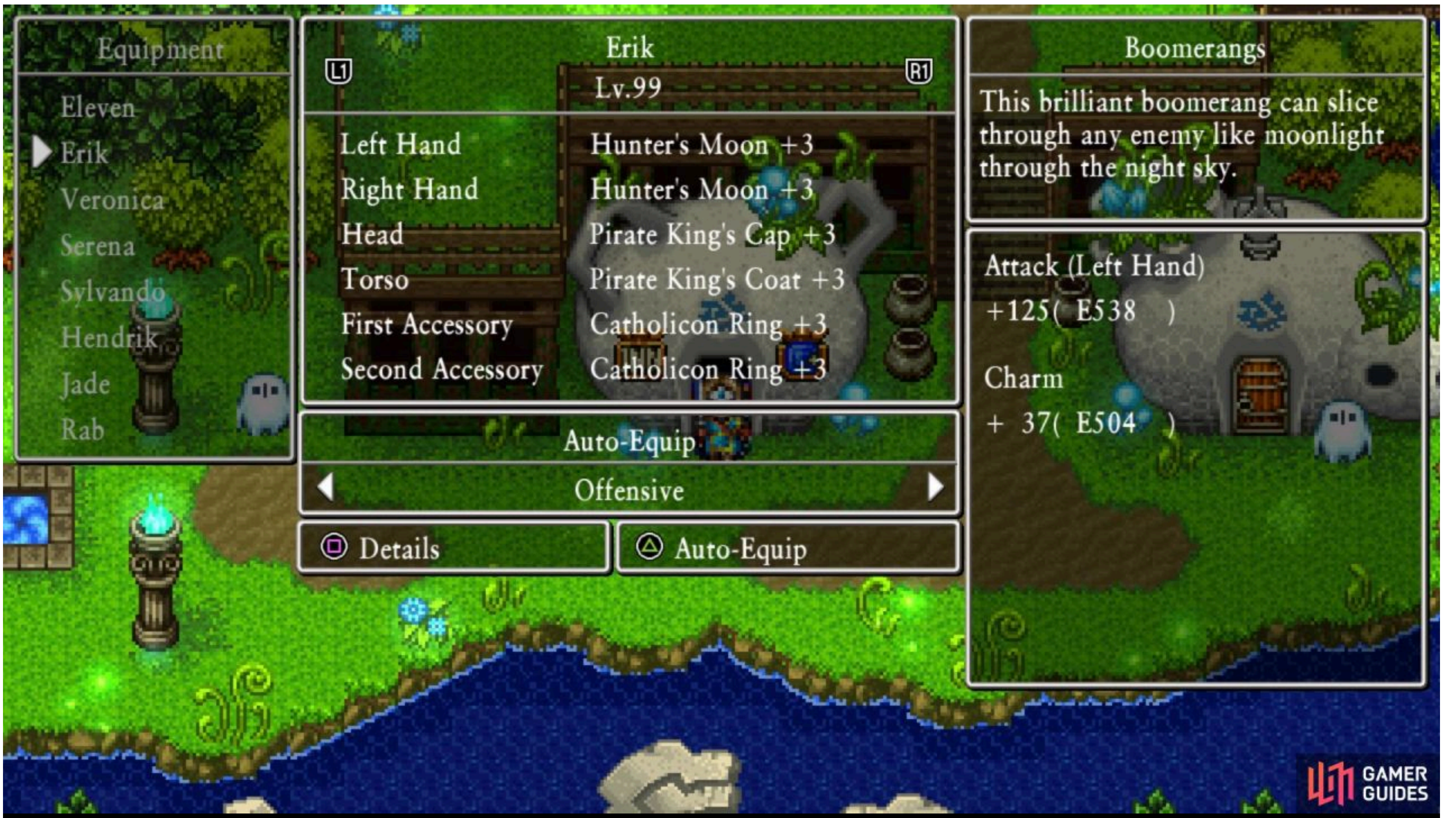
Eleven
Lv.99

Right Hand	Sword of Judgment +3
Left Hand	Sword of Judgment +3
Head	Erdwin's Coronet +3
Torso	Erdwin's Tunic +3
First Accessory	Catholicon Ring +3
Second Accessory	Catholicon Ring +3

A blade beloved of the gods that can adversely affect the attack power of any enemy it strikes.

Attack (Right Hand)
+171(E681)

1 Equipment loadout for the Hero


Equipment
Eleven
Erik
Veronica
Serena
Sylvando
Hendrik
Jade
Rab
L1
R1
Auto-Equip
Offensive
Details
Auto-Equip
GAMER GUIDES

Erik
Lv.99

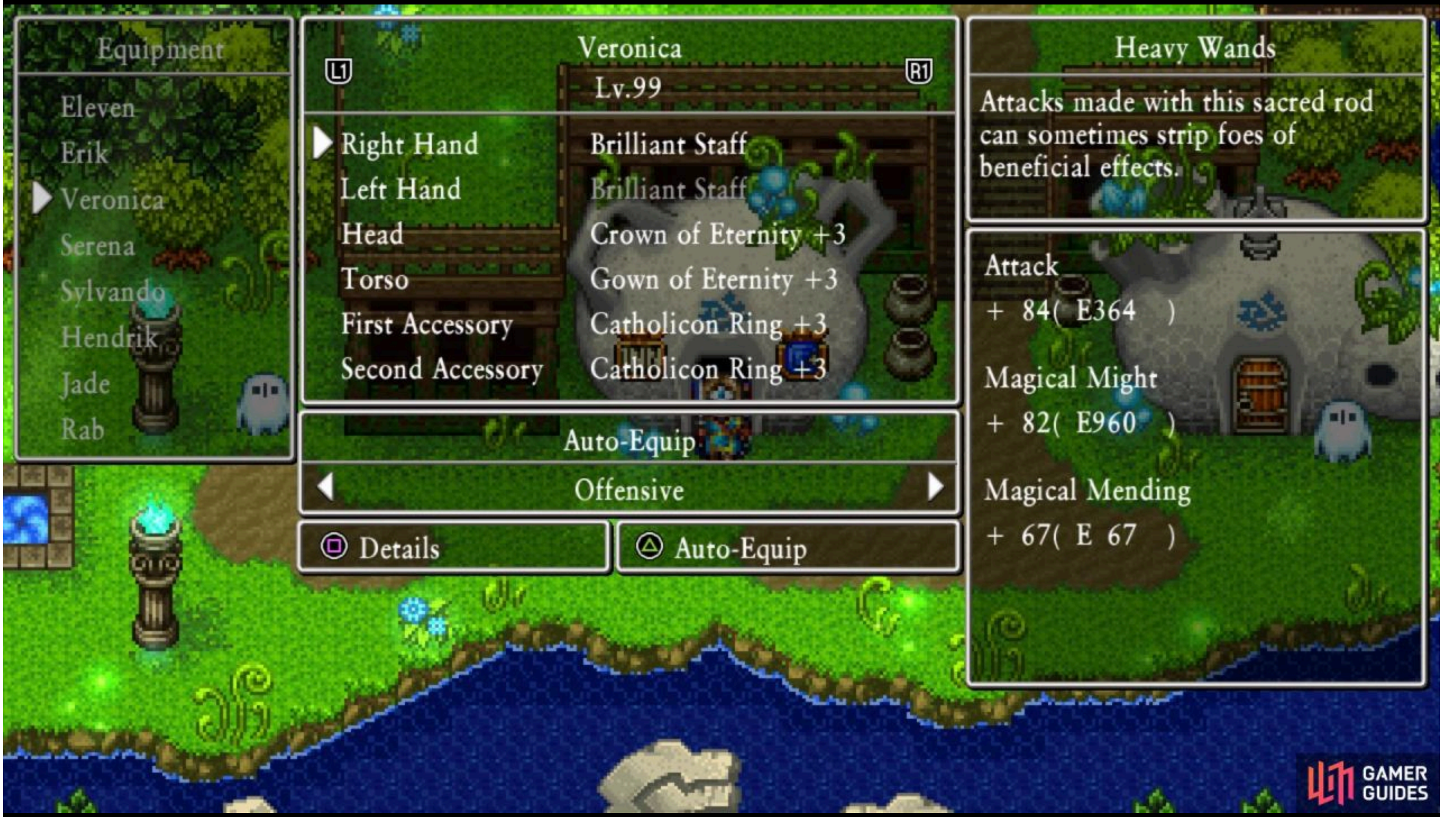
Left Hand Hunter's Moon +3
Right Hand Hunter's Moon +3
Head Pirate King's Cap +3
Torso Pirate King's Coat +3
First Accessory Catholicon Ring +3
Second Accessory Catholicon Ring +3

Boomerangs

This brilliant boomerang can slice through any enemy like moonlight through the night sky.

Attack (Left Hand)
+125(E538)
Charm
+ 37(E504)

2 Equipment loadout for the Erik


Equipment
Eleven
Erik
Veronica
Serena
Sylvando
Hendrik
Jade
Rab
L1
R1
Auto-Equip
Offensive
Details
Auto-Equip
GAMER GUIDES

Veronica
Lv.99

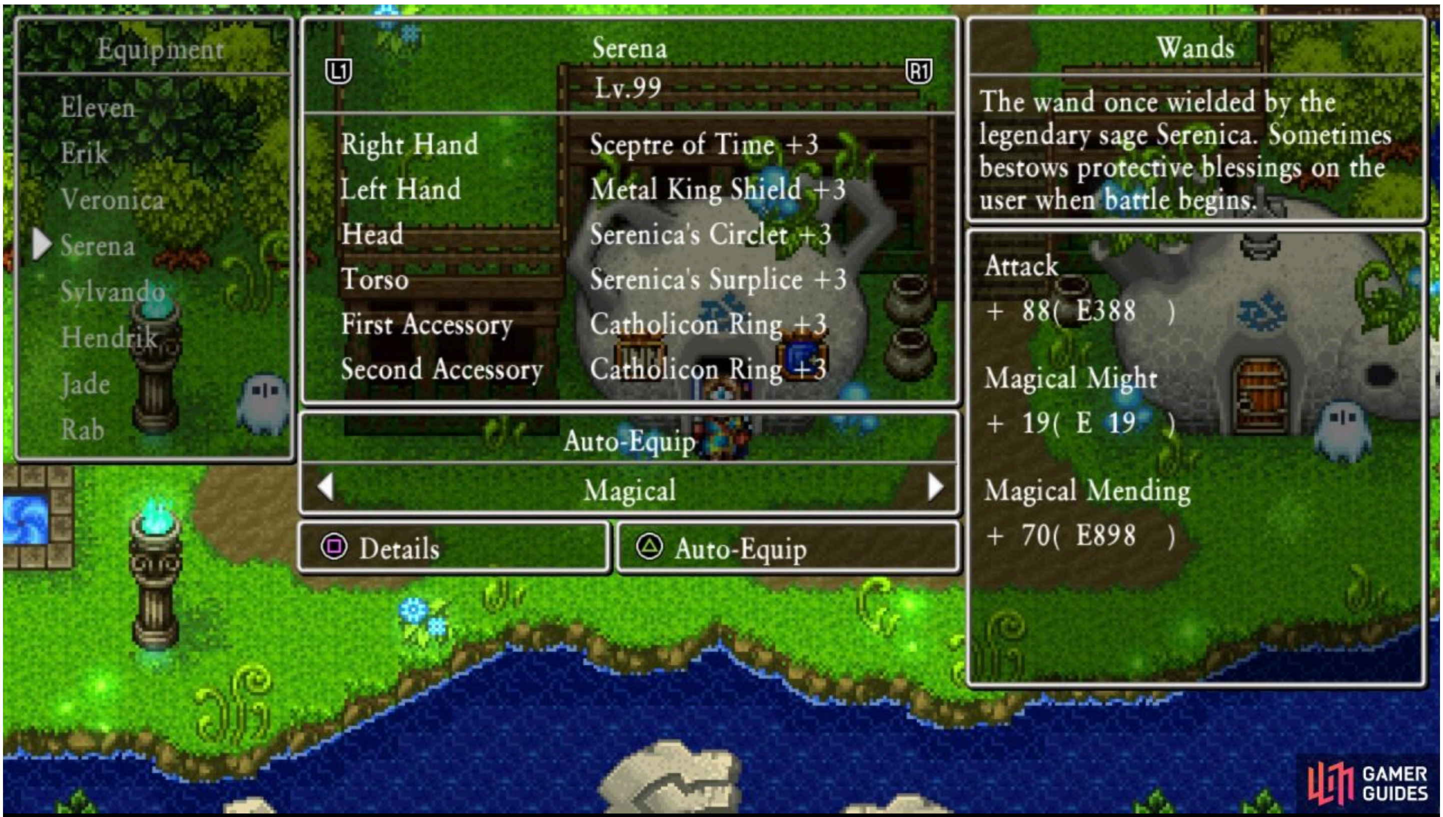
Right Hand Brilliant Staff
Left Hand Brilliant Staff
Head Crown of Eternity +3
Torso Gown of Eternity +3
First Accessory Catholicon Ring +3
Second Accessory Catholicon Ring +3

Heavy Wands

Attacks made with this sacred rod can sometimes strip foes of beneficial effects.

Attack
+ 84(E364)
Magical Might
+ 82(E960)
Magical Mending
+ 67(E 67)

3 Equipment loadout for the Veronica



Serena
Lv.99

Right Hand Sceptre of Time +3
Left Hand Metal King Shield +3
Head Serenica's Circlet +3
Torso Serenica's Surplice +3
First Accessory Catholicon Ring +3
Second Accessory Catholicon Ring +3

The wand once wielded by the legendary sage Serenica. Sometimes bestows protective blessings on the user when battle begins.

Attack
+ 88(E388)
Magical Might
+ 19(E 19)
Magical Mending
+ 70(E898)

4 Equipment loadout for the Serena

If you don't have a healthy supply, you will want to stock your characters' inventories with Yggdrasil Leaves, Yggdrasil Dews and Elfin Elixirs. All of them can be purchased from the casinos, but you can get these from enemies, too. Yggdrasil Dews can be farmed from Vicious Bomboulders in The Sage's Trial - Fierce Forest. For Yggdrasil Leaves, go to the normal version of the First Forest and hunt down the Malicious Stump Champs there. It's their rare drop, plus they also drop Red Wood needed to forge Catholicon Rings. The best place for Elfin Elixirs is still the casino, but they only cost 10,000 Tokens each and you should have a lot of them at this point.

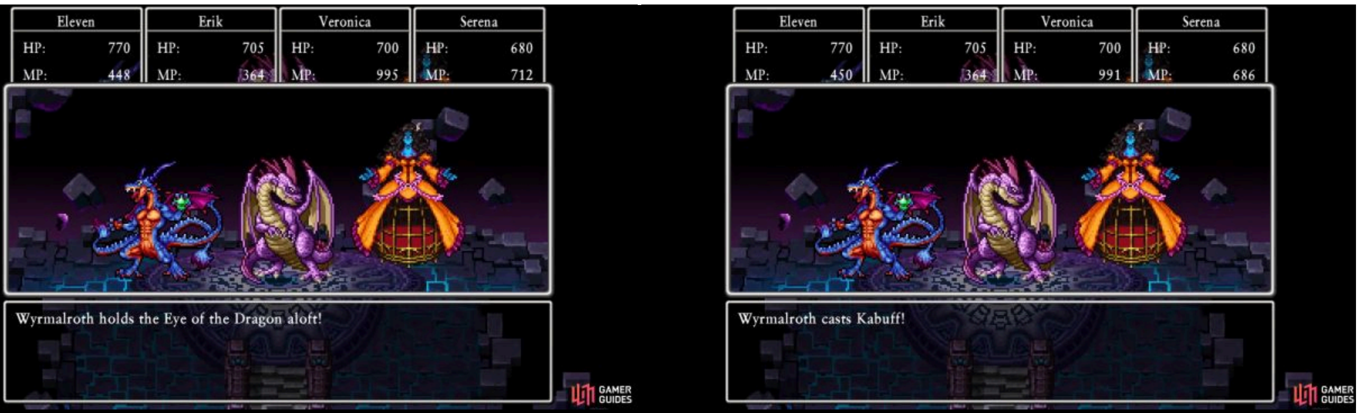
When you feel you're ready to go, go to the Echo Chamber in Tickington and enter the room behind it. You will see a book in this room, where you can enter the Hall of Remembrance. Step forward in the new area to be confronted by some bosses.

Trivia

All of the bosses in the Hall of Remembrance are nods to bosses from previous Dragon Quest games.

BOSSES - Wyrmalroth, Lord Dragon, and Zomaiden

Yep, you are fighting three bosses at once here and it can be challenging, due to the number of attacks heading your way. All three bosses get two actions per turn, so there will be a lot of attacks. Of the three bosses, **Wyrmalroth** should be your first target, as he has both Fullheal and Kabuff in his arsenal. Outside of that, it has a chance to do a desperate attack (critical), pep up like normal, and do a big fireball on a single character. Considering the monster model, he can also hold up his eye to protect himself from magical attacks. Wyrmalroth has around 3,000 HP, so it's a lot less than normal bosses you have faced at this point in the game.



Eleven	Erik	Veronica	Serena
HP: 770	HP: 705	HP: 700	HP: 680
MP: 448	MP: 364	MP: 995	MP: 712

Wyrmalroth holds the Eye of the Dragon aloft!

Eleven	Erik	Veronica	Serena
HP: 770	HP: 705	HP: 700	HP: 680
MP: 450	MP: 364	MP: 991	MP: 686

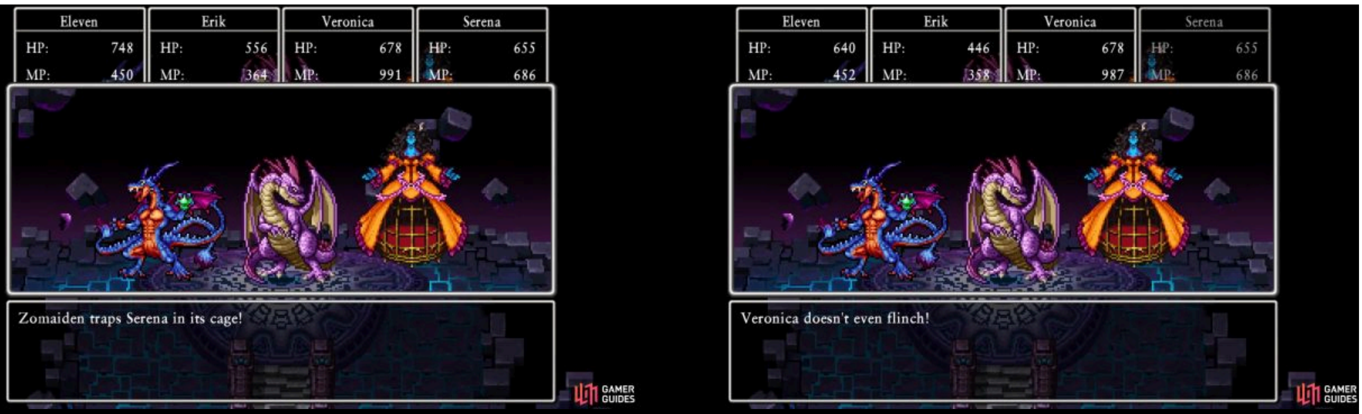
Wyrmalroth casts Kabuff!

Wyrmalroth becomes protected against magic when he holds his eye up (left), Take out Wyrmalroth first so he doesn't use Kabuff (right)

After finishing Wyrmalroth, your next target should be **Zomaiden**, the one on the right. She can use Bounce on a single target, which means you wouldn't be able to use spells on that boss for a few turns. You will also see that its only attack, besides the normal one, is Kacrack, which you can protect against with Hymn of Ice or Magic Barrier. You may see Zomaiden "assess the situation," which means that she wastes one of her turns, so be happy if that happens. By far, one of the two more annoying things Zomaiden can do is dispel all of your buffs with the disruptive wave. The other thing is when it traps a single character in its cage body for a few turns, and there's nothing you can do about that. Zomaiden has around 5500 HP, which is a little more than Wyrmalroth.

Offensively, the most dangerous of three bosses is Lord Dragon, who has around 5500 HP, like Zomaiden. There's a lot of attacks in his arsenal, including two breath attacks. Of course, Lord Dragon can use Deep Breath on one of its turns prior to a breath attack, which increases the potency of them. There is both a fire-based breath attack, and a dark-based one. Besides those, Lord Dragon can also cast Kasizz, as well as do a war cry to try and make your characters lose a turn. He also has a desperate attack and can do a swing of his tail to damage everyone. Lord Dragon is the most dangerous in terms of damage, but he's the least annoying in terms of other things.

So, Erik should be someone you bring into this battle, preferably equipped with the best boomerangs (Hunter's Moon + Galaxarang, or two Hunter's Moons). He should be doing Divide, then Double Down after someone has cast Oomphle on him. Hopefully in that timeframe, Zomaiden doesn't dispel your buffs, or else you have to start over. If you have Rab in your party, then he could be casting Insulatle to combat Lord Dragon's breath attacks. The Supreme Sage's Staff (or the regular one) also cast the same spell when used in battle. The Hero should be using Sword Dance on the individual targets, in the order described above.



Eleven	Erik	Veronica	Serena
HP: 748	HP: 556	HP: 678	HP: 655
MP: 450	MP: 364	MP: 991	MP: 686

Zomaiden traps Serena in its cage!

Eleven	Erik	Veronica	Serena
HP: 640	HP: 446	HP: 678	HP: 655
MP: 452	MP: 358	MP: 987	MP: 686

Veronica doesn't even flinch!

Zomaiden can trap a charcter for a few turns in her cage (left), The Catholicon Rings will do wonders in preventing some ailments (right)

If you find that the Zomaiden is dispelling your buffs too often, you could try going after her first. You just need to be careful about Wyrmalroth using Fullheal or upping the defenses with Kabuff. There is also the possibility that both he and Lord Dragon get pepped up at the same time, in which case, they will use a move together. Jade should be doing Re-Vamp (once should be more than enough), coupled with Multifist in the order above. Serena should be buffing and healing when necessary, preferably with Omniheal if things get too hairy. Note that the Hero should also have Omniheal, in case of emergencies. If you're using Sylvando, then he has access to buffs and Ladies First, in case you need to pass a turn to one of the females.

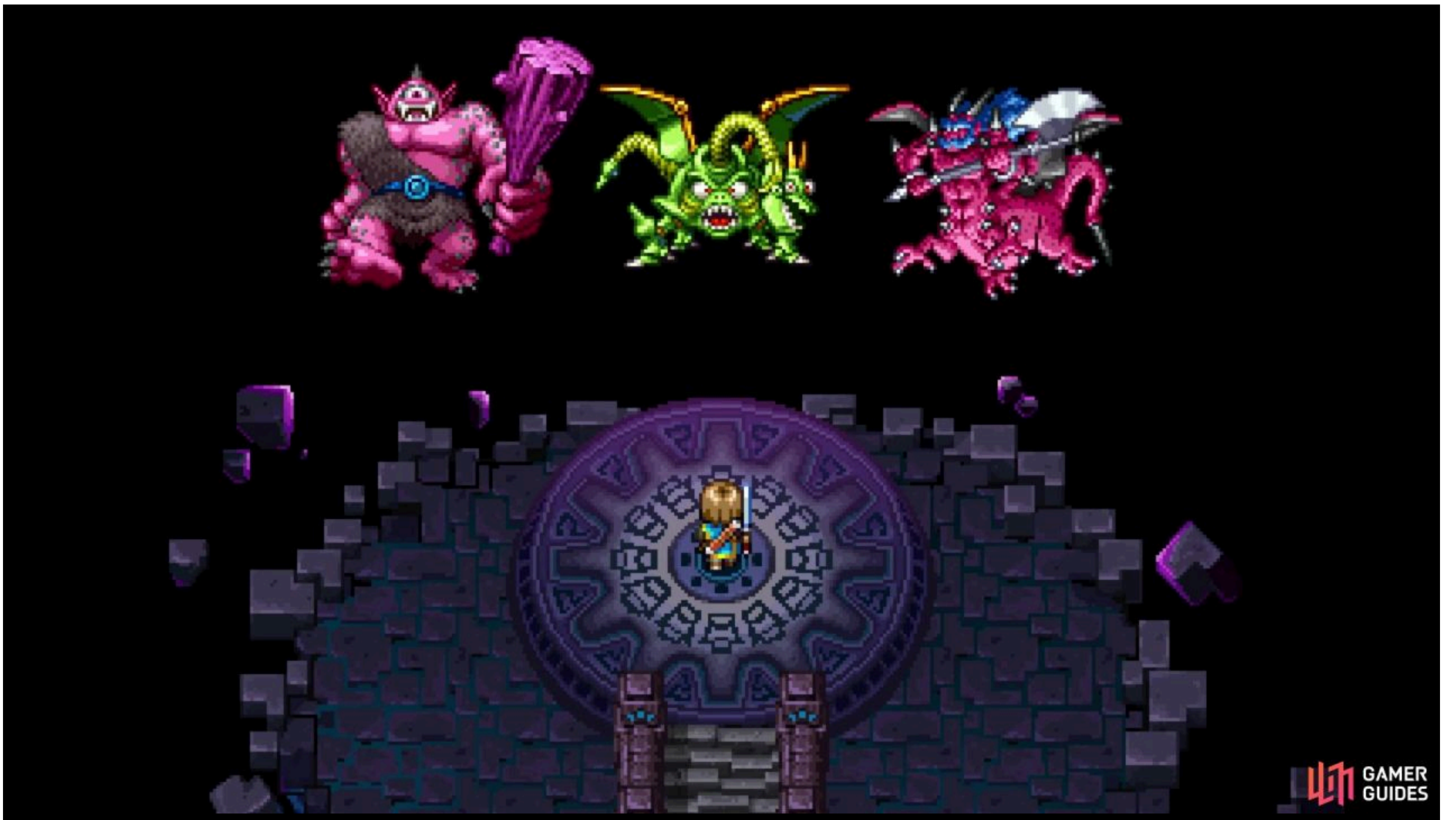
For winning this battle, the Lord Dragon will drop an accessory called **Rainbow Drop**. Reworking this to +3 will give whoever wears it a 40% chance to not use any MP upon casting a spell or using an ability. You will also received the pastword to Level 2 of the Hall of Remembrance.

Tip

It's a good idea to leave and re-enter Tickington entirely so you can save your game in between each battle. This makes sure you don't have to accidentally redo any battles, in case of something going wrong.

Hall of Remembrance Level 2

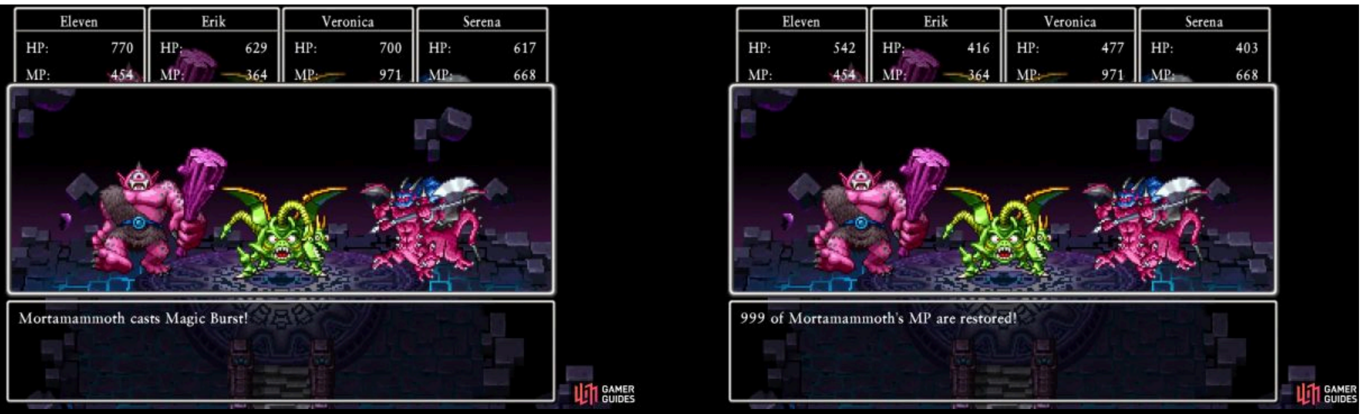
The second level of the Hall of Remembrance isn't too much different than the first, so your party loadout can remain pretty much the same. If you were struggling with the bosses in the first level, though, you will need to change up your strategies some. You will be facing three bosses here yet again, though, so make sure you remain stocked up on Yggdrasil Leaves and Dews, as well as Elfin Elixirs.



Your opponents for Level 2

BOSSES - Nimclops, Psaroid, and Mortamammoth

As before, you will be facing off against three bosses here at the same time, with them having two actions per turn. That means, you will need to be careful and keep an eye on your HP, without being afraid of using Omniheal to top everyone off. All of the bosses have around 6,000 HP this time around, so the battle will take a little longer than the previous one. Of the three enemies, **Mortamammoth** is probably the one you want to take out first, simply because it has access to Magic Burst. If you've never used this with Veronica before, it does quite a bit of damage to your entire party and can spell disaster if you are unprepared for it.



	Eleven	Erik	Veronica	Serena
HP:	770	629	700	617
MP:	454	364	971	668

Mortamammoth casts Magic Burst!

	Eleven	Erik	Veronica	Serena
HP:	542	416	477	403
MP:	454	364	971	668

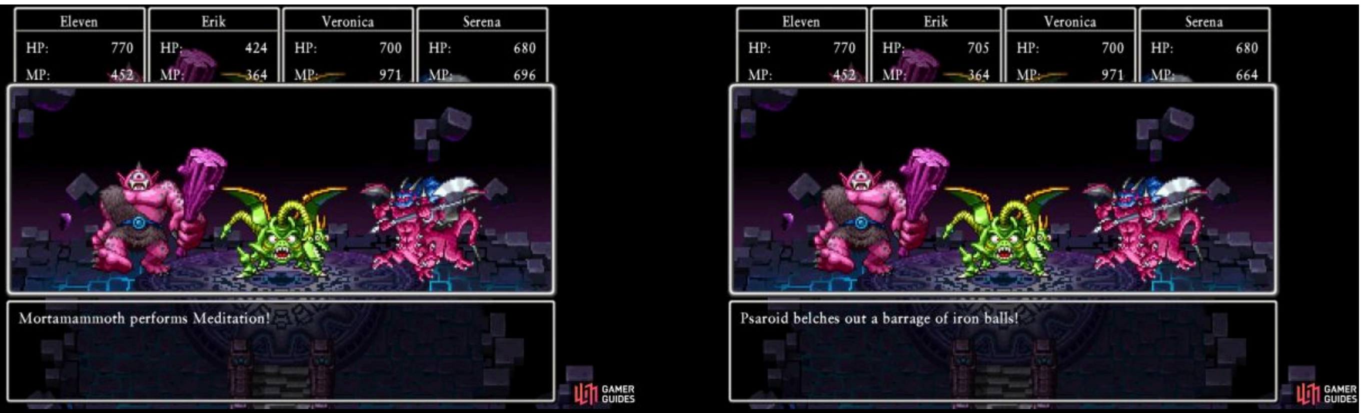
999 of Mortamammoth's MP are restored!

Magic Burst can hurt your party quite a bit (left), Mortamammoth will recover all of his MP following Magic Burst (right)

The good thing about Magic Burst, at least for the enemy, is that it uses up all of their MP. Of course, this doesn't last for long, as Mortamammoth will usually say a dark prayer on his subsequent turn, restoring all of his MP. If you've equipped two Catholicon Rings +3 to each character, then the war cry and "gleam" moves will do nothing at all. The former attempts to make your characters lose a turn, and the latter will put a single character to sleep. He does have a few attacks as well, like when he charges you with spiky shoulders, or swinging wildly with his weapon. Mortamammoth can also do an attack that is similar to boomerangs, in that there is damage degradation after the first hit. You might also see Mortamammoth use Meditation to heal himself.

Despite Nimclops being a big enemy that is known to do a lot of physical attacks, it's best to go after Psaroid second. It might also be a good idea to go after Psaroid first, simply because he has access to Thwack and the Catholicon Rings don't offer instant death protection at all. Outside of that, he can use Kazam on a single character, as well as an ice breath attack on the party. There is also a sweet breath to put your party members to sleep, but they should be protected from that. You might see a desperate attack from Psaroid, as well as him "belching out a barrage of iron balls." The latter attack will randomly hit your characters for okay damage a good 5-6 times.

Nimclops has a pretty limited moveset, which might be obvious considering the monster type he is. He has a normal attack that can hit hard enough, as well as Crackerwhack, which hits the entire party for good damage. Combine this with the fact that it can reduce your defenses with Kasap, and you will want to counter this with Kabuff on your own. You can also see Nimclops use Kafrizzle on a party member, but it only hits a single character. Since none of the enemies can dispel your buffs with disruptive wave, you are free to keep them up for the entire battle without having to worry about reapplying them.



Mortamammoth performs Meditation!

Psaroid belches out a barrage of iron balls!

Mortamammoth can use Meditation to recover some HP (left), Psaroid's iron balls attack can be bad if it focuses on a single character (right)

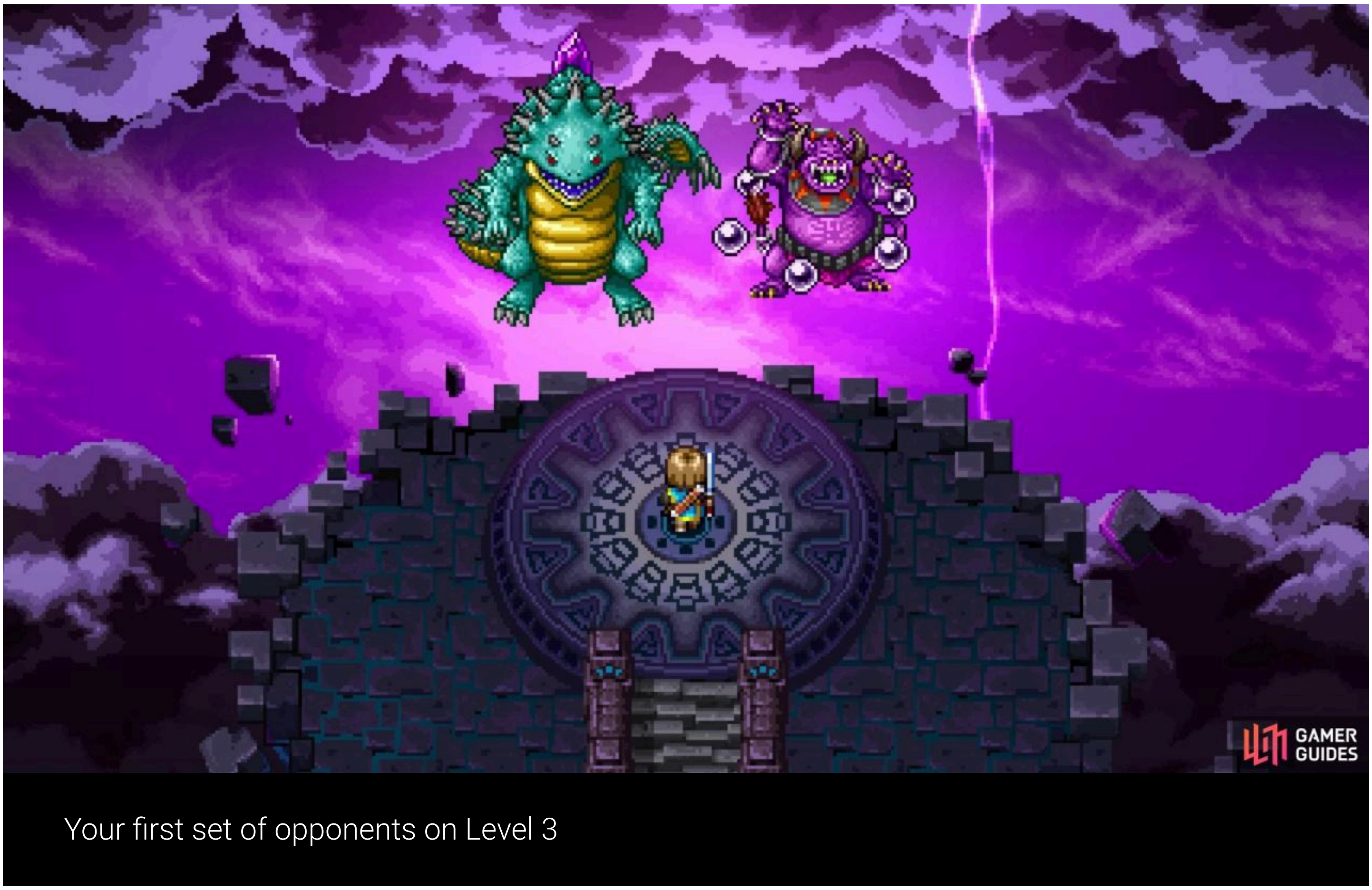
The same offensive strategy outlined for Level 1 can be used here, with Erik using Divide and Double Down, while someone else casts Oomphle on him. You could also use Veronica here, with her first turn being to use Channel Anger, then Magic Burst on the turns following that. Don't forget that Magic Burst uses all of your MP, so you will need someone feeding her Elfin Elixirs to refill it. Serena should stick to healing and buffing, while the Hero (if you're using him) can use Sword Dance to do some damage if he's not needed for healing himself. By now, you should know the roles that your characters will be using in battle.

Defeating all three bosses will net you a **War Drum** item, which allows you to cast a party-wide Oomph. This is a great item to have, since you can use it back-to-back to get the Oomphle effect on your entire party, so make sure to stick it on someone like the Hero or Serena, or whomever is not doing something every turn. You will also get the pastword for Level 3 of the Hall of Remembrance.

Tickington » Hall of Remembrance

Hall of Remembrance Level 3

Level 3 will feature two sets of two bosses each, back to back, with no break or healing in between. It's important that you take the time during the first bout to make sure you're ready for the second. As always, after completing Level 2, leave Tickington to go save, then re-enter the place. The equipment on your characters should stay the same as before and you can even use the same team. Make sure you're stocked up on Yggdrasil Dews, though, as you might lose control of some of your characters in the first bout. Also, Yggdrasil Leaves will also be needed for the second bout, just in case of emergencies.

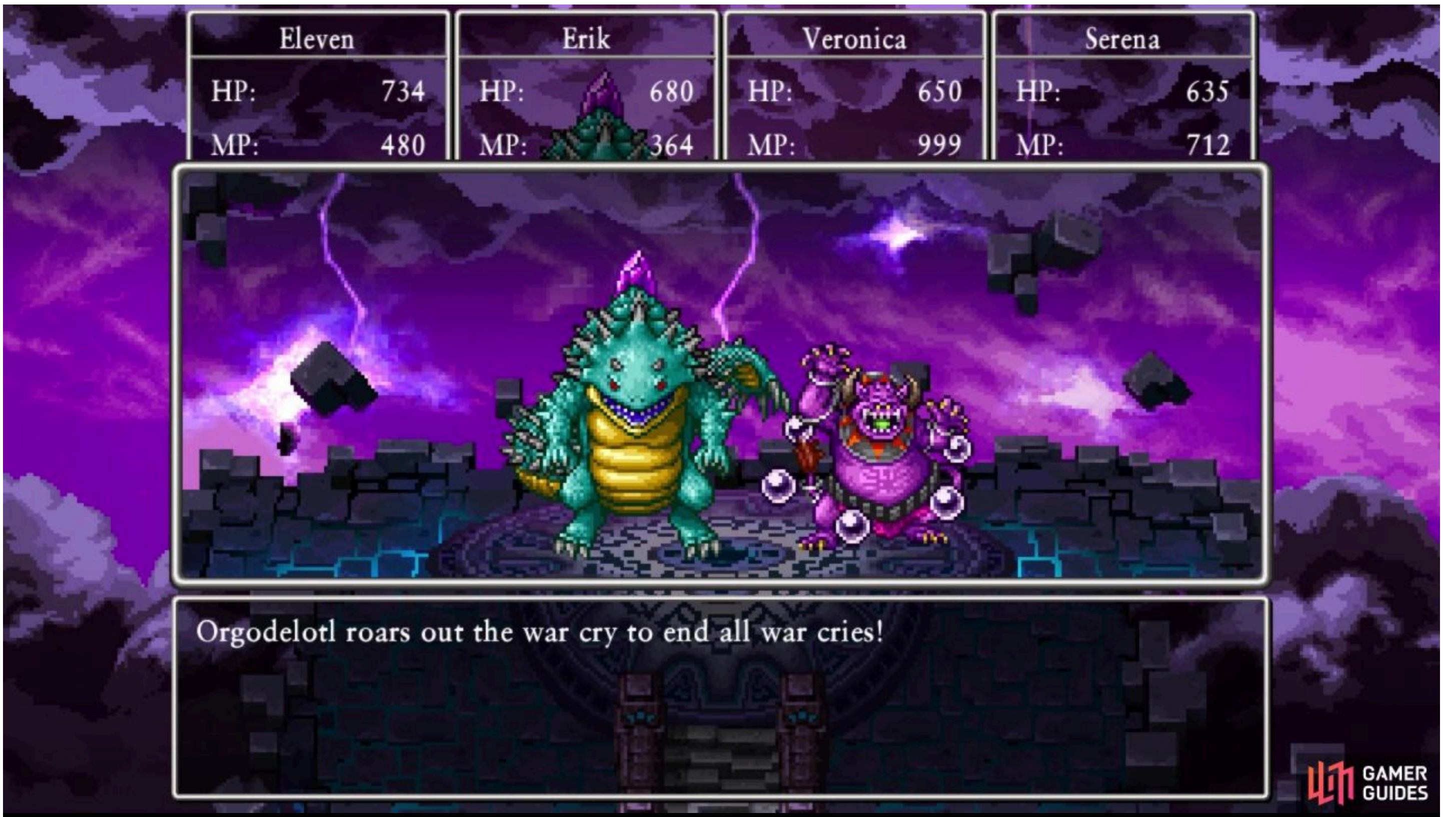


Your first set of opponents on Level 3

BOSSES - Orgodelotl and Hoopthorne

Very clearly, the more dangerous of the two is Hoopthorne, as he can Beguile your characters and you have no protection from that with the Catholicon Rings. Therefore, you should concentrate all your efforts on him first, although the boss you kill second will gain three actions per turn, instead of just two. Hoopthorne can pep himself up at a certain point and can also do desperate attacks. You will see that Hoopthorne has two big attacks here, Magic Burst (he will recover all MP, like with Mortamammoth in the previous level) and **Wrath of the Gods**. This second attack is similar to Magic Burst, as it deals a lot of damage to the entire party. If he does these back-to-back, then there are some characters that will likely be knocked out.

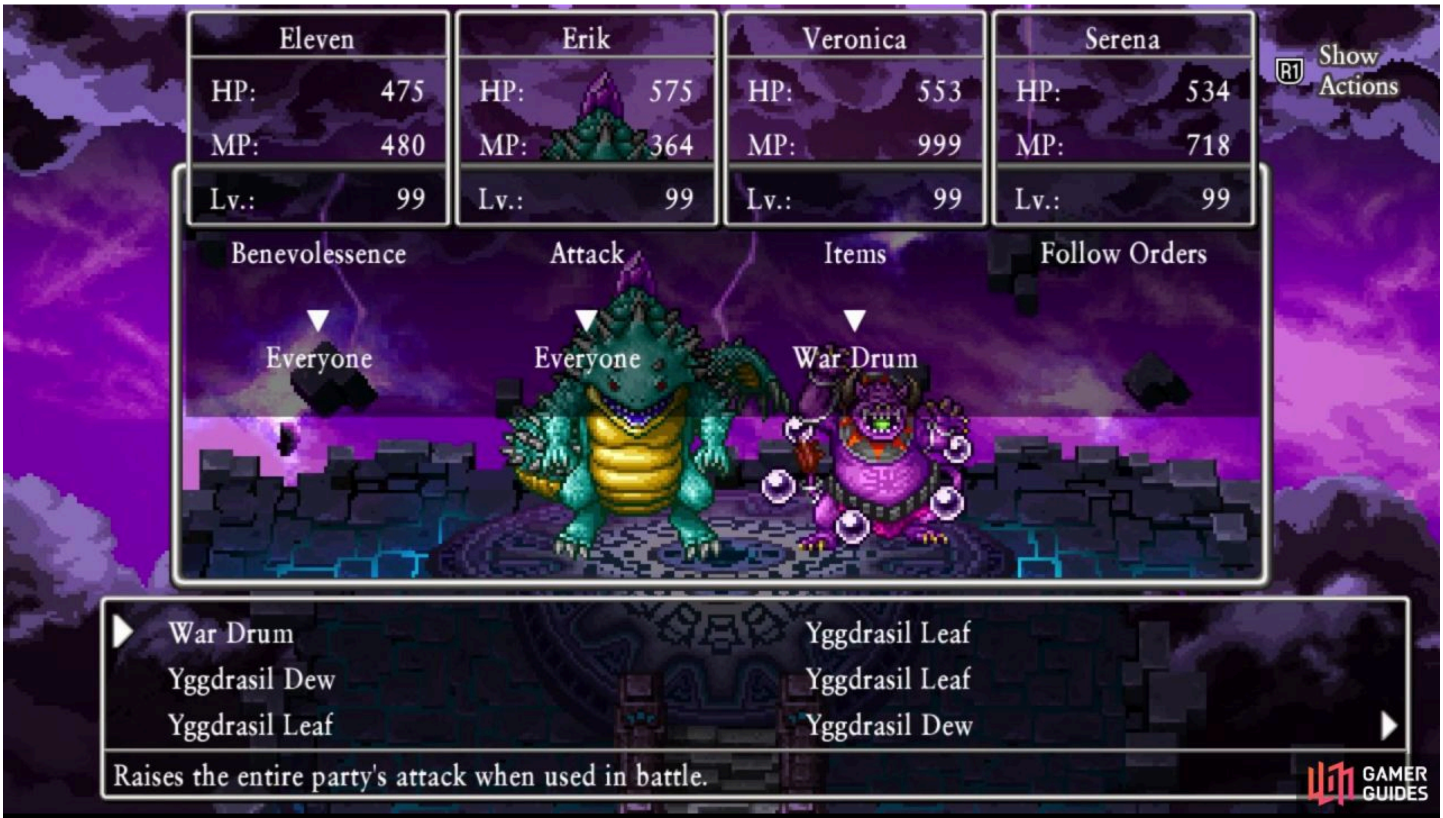
Hoopthorne can also summon a tornado to deal damage to everyone, and can put a single character to sleep. You might also see him attacking you with his orbs, which can hit multiple times randomly. While Orgodelotl is the lesser of two evils here, he can still be annoying. He has the ability to dispel all of your buffs with disruptive wave, and can do a ferocious roar to not only knock you down, but also deal damage to everyone. Luckily, the Catholicon Rings will protect you from losing a turn. You should also be protected from the ailments produced by the more annoying attack, where he shoots spikes at you. This hits six times on random characters, and each spike has a chance to paralyze, confuse and envenomate you.



	Eleven	Erik	Veronica	Serena
HP:	734	680	650	635
MP:	480	364	999	712

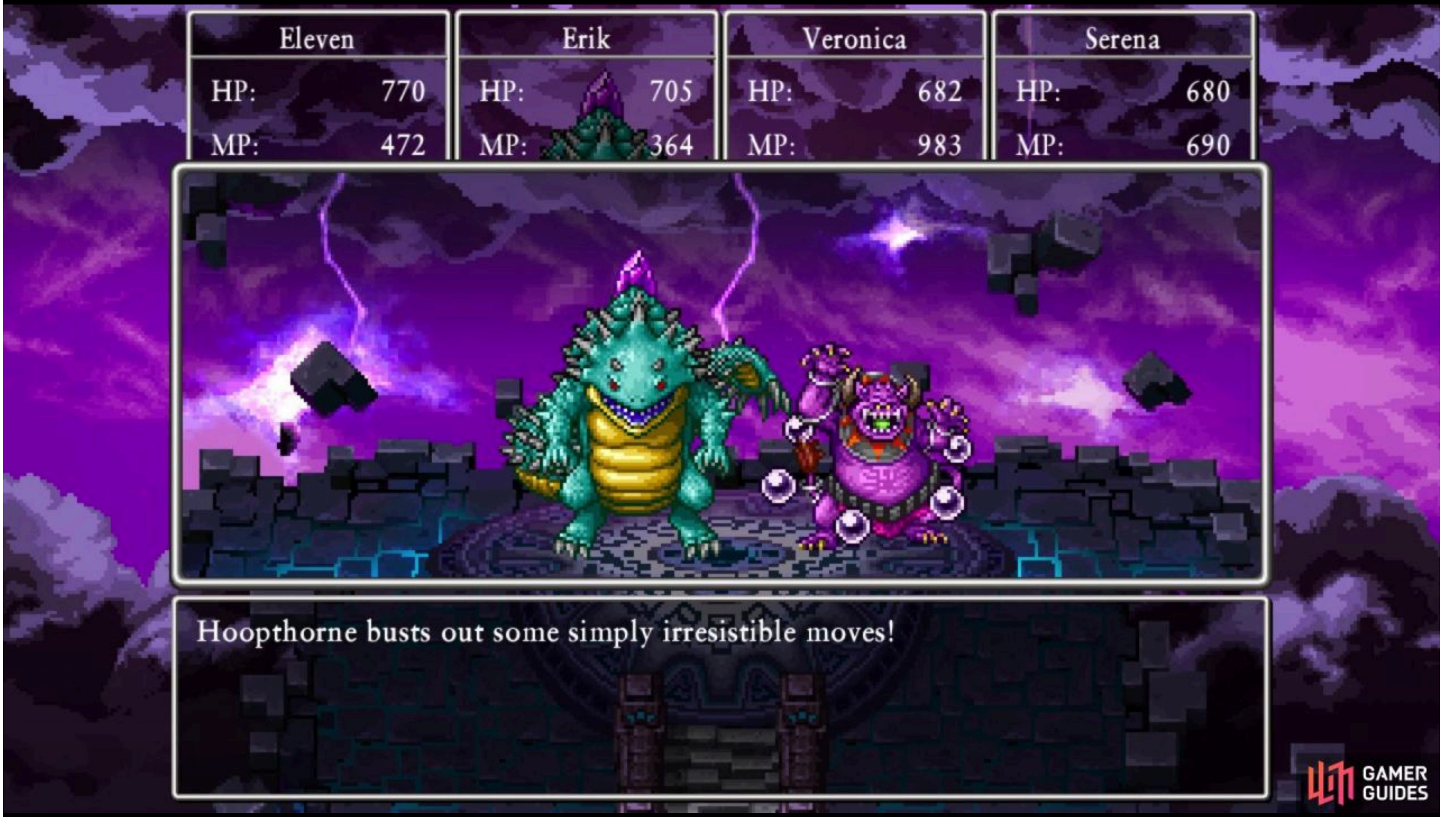
Orgodelotl roars out the war cry to end all war cries!

① Orgodelotl’s war cry will also damage your party


Eleven
HP: 475
MP: 480
Lv.: 99
Erik
HP: 575
MP: 364
Lv.: 99
Veronica
HP: 553
MP: 999
Lv.: 99
Serena
HP: 534
MP: 718
Lv.: 99
Show Actions
Benevolessence
Everyone
Attack
Everyone
Items
War Drum
Follow Orders
War Drum
Yggdrasil Dew
Yggdrasil Leaf
Yggdrasil Leaf
Yggdrasil Leaf
Yggdrasil Dew
GAMER GUIDES

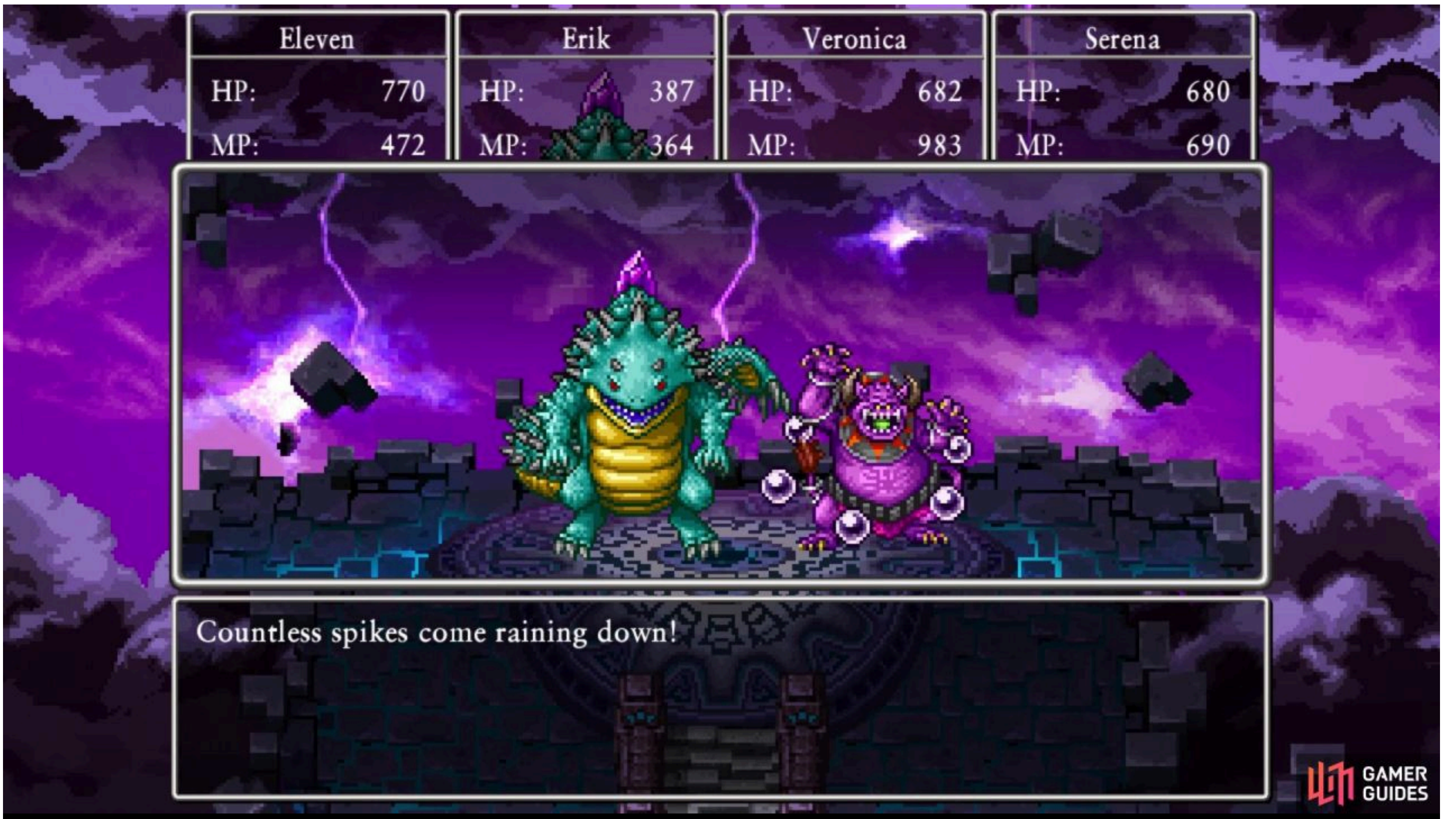
Raises the entire party's attack when used in battle.

② Don’t forget about that the War Drum casts Oomph on the entire party


Eleven
HP: 770
MP: 472
Erik
HP: 705
MP: 364
Veronica
HP: 682
MP: 983
Serena
HP: 680
MP: 690
GAMER GUIDES

Hoopthorne busts out some simply irresistible moves!

③ Hoopthorne will attempt to beguile your entire party with his dance moves



Eleven
HP: 770
MP: 472

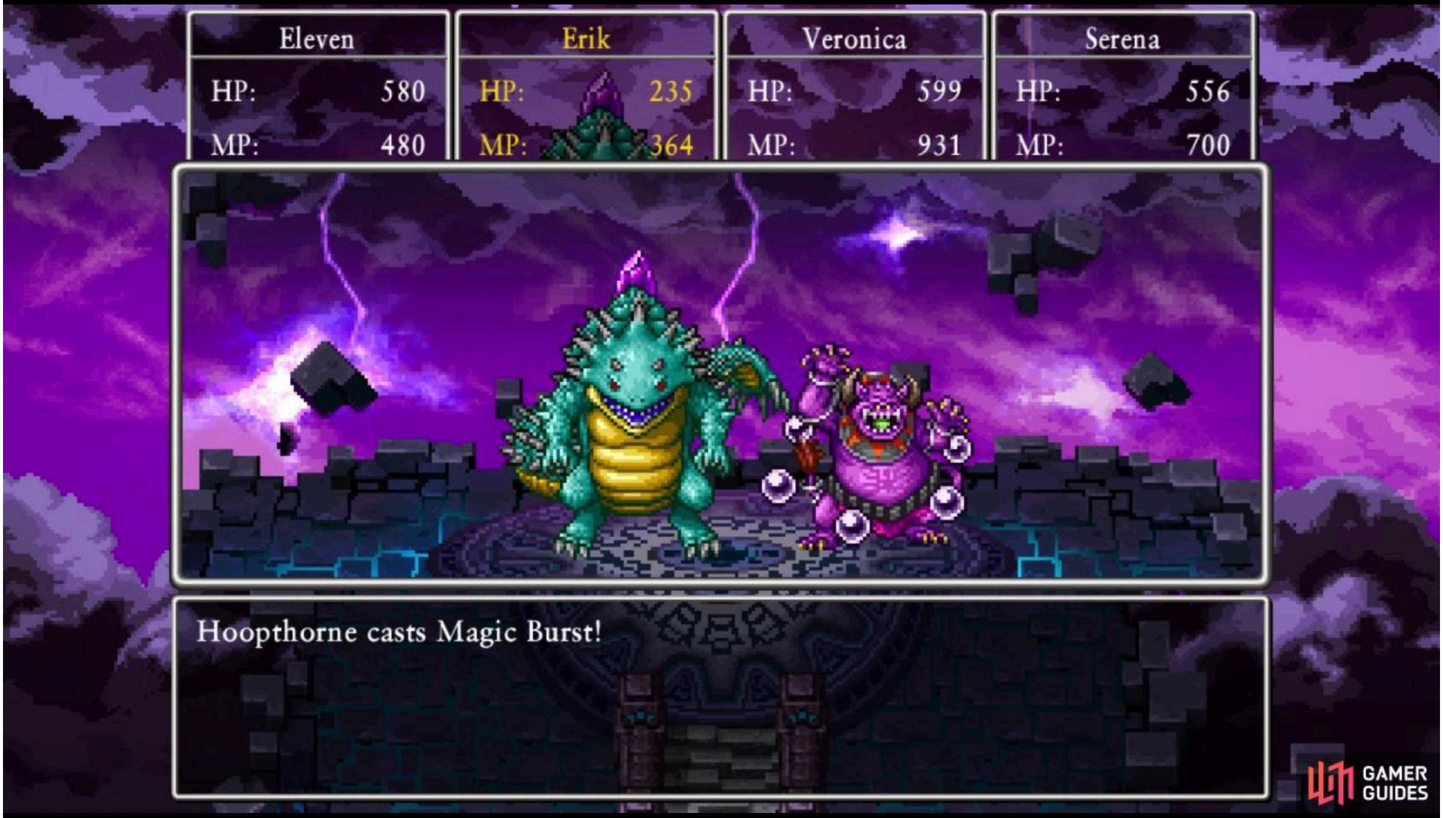
Erik
HP: 387
MP: 364

Veronica
HP: 682
MP: 983

Serena
HP: 680
MP: 690

Countless spikes come raining down!

④ The spikes Orgodelotl shoots will hit random party members



Eleven
HP: 580
MP: 480

Erik
HP: 235
MP: 364

Veronica
HP: 599
MP: 931

Serena
HP: 556
MP: 700

Hoopthorne casts Magic Burst!

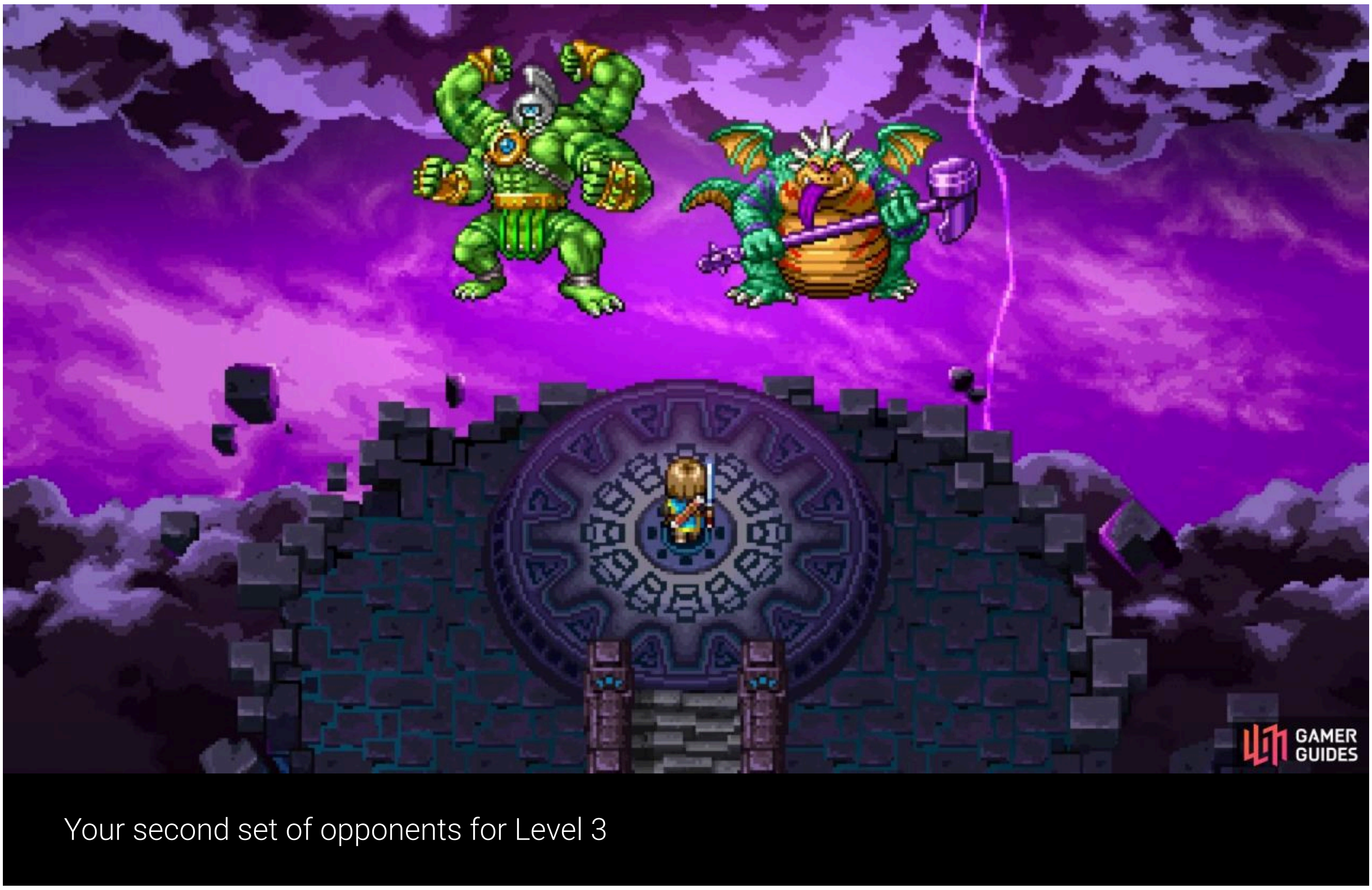
⑤ Hoopthorne is able to do the whole Magic Burst attack and recover his MP after

Orgodelotl can also shoot a fireball at a single character, and heal himself with Meditation. As with Hoopthorne, Orgodelotl can also pep up and if both of them are at the same time, you will face a combination maneuver. You will have spikes shot at you and each one has a chance to beguile you, which is not good since Catholicon Rings cannot protect against that. Your damage output should be enough to quickly get rid of Hoopthorne, though. Both of them have around 6,000 HP, which is the same as the bosses on the previous floor. Other than dealing with Beguilement, the strategy outlined there remains pretty much the same.

As already mentioned, there are two sets of bosses on this level, so as soon as you beat the two above, another two will take their place. You do not get to heal in between them.

BOSSES - Hunkorvus and Nelgelas

Things definitely aren't getting any easier on your end, as these two are a pair of challenging foes. Hunkorvus has around 8,000 HP and Nelgelas has about 12,000 HP, so they are a little beefier than the previous ones. Of course, the one with more HP is the more dangerous one, so you should be concentrating on Nelgelas from the start. Note that both get two actions per turn, but when you've defeated one boss, the remaining one will gain an additional action per turn (up to three). Depending on how things were left with your team at the end of the last bout, you may need to go on the recovery from the start of this one.

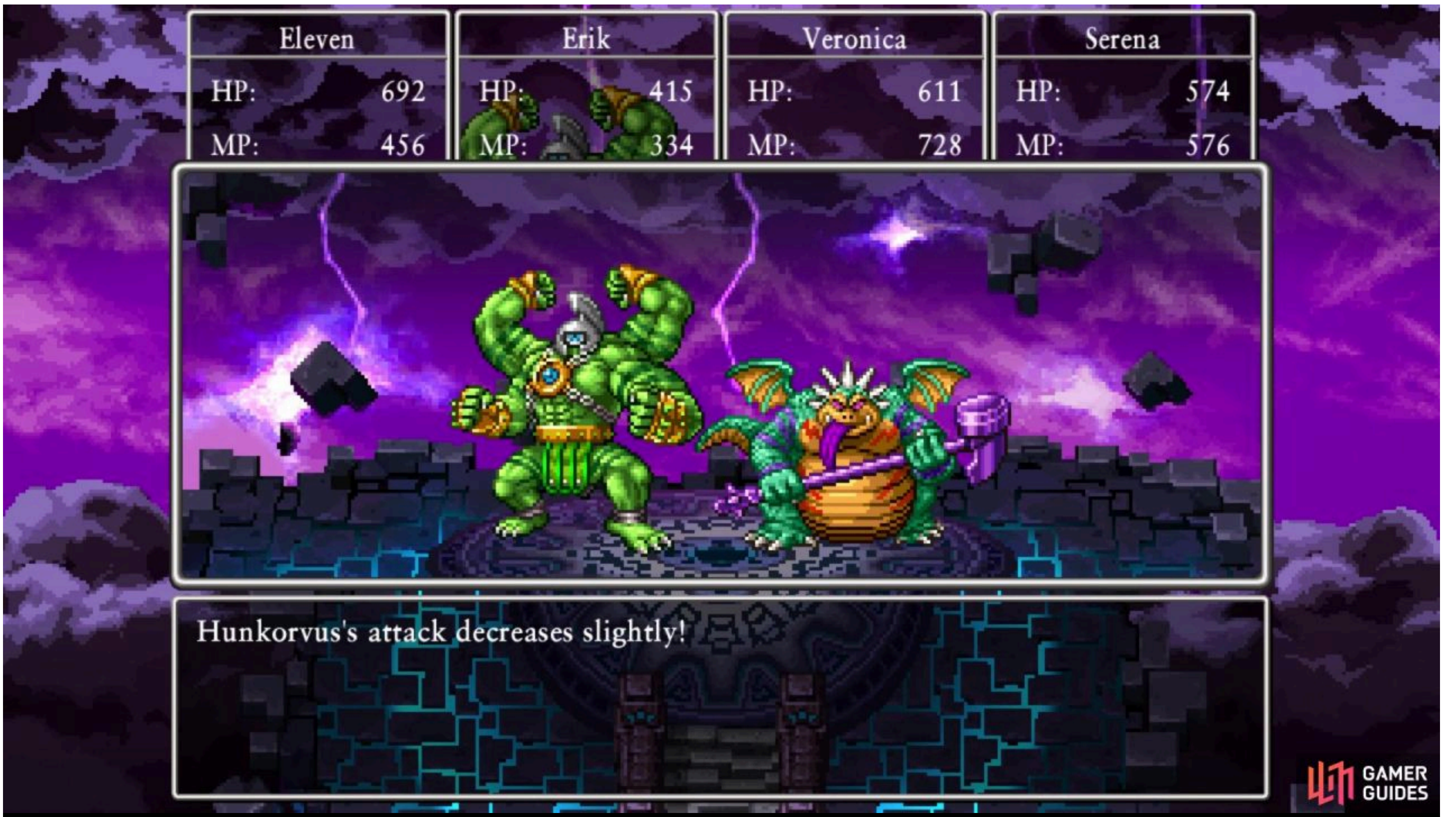


Your second set of opponents for Level 3

Nelgelas has the ability to heal himself with Meditation, as well as dispel your buffs with a disruptive wave. He also has a chance to do a desperate, which is always dangerous, since you can't block it at all. There is also a fire breath attack, as well as a quake-like attack, where Nelgelas slams down into the ground, hitting all party members. One of the two most dangerous things, though, coming from Nelgelas are when he spews a jet-black fog on your party, which can inflict them with multiple ailments. Thankfully, the Catholicon Rings should take care of the more dangerous ones, so you don't have to worry. Nelgelas can also use a hammer strike with darkness on it to instantly kill a character, and there's nothing you can do to block the insta-death. There is also an incinerating flame attack that hits a single character for big damage.

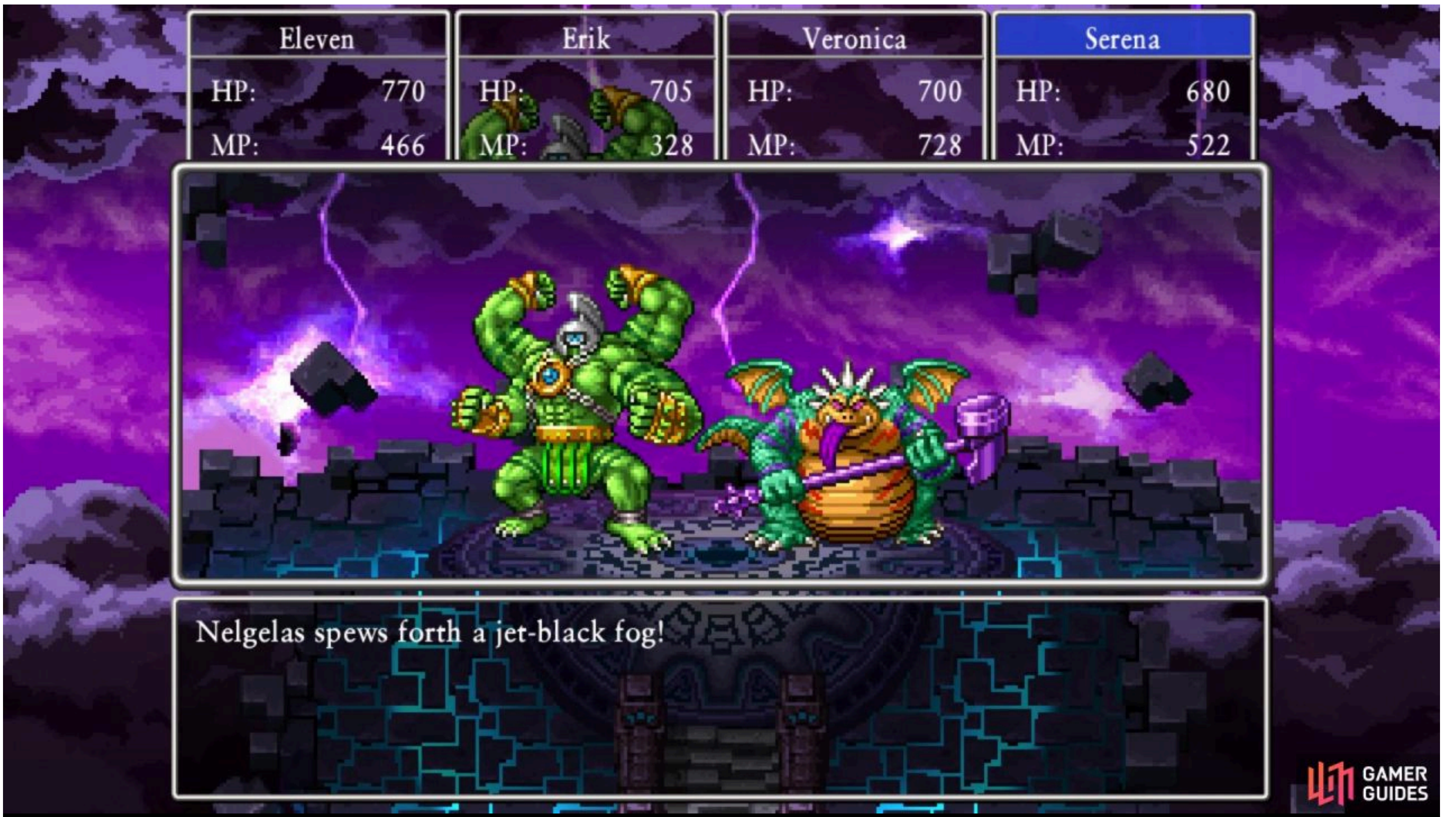
Moving on to Hunkorvus, the general idea is a strong physical build for him, although he has a few other tricks up his sleeve. He can use an action to make his next attack stronger, as well as unleash Multifists, which is something you know all too well, thanks to Jade. He can also flex, which can beguile your characters, so you will need to be on the lookout for that. There is also the war cry that potentially makes them lose a turn, but you should be protected from that with the rings. Of course, Hunkorvus has access to a dark breath attack, as well as the ability to call bolts from the blue (lightning attack).

They have two potential pep power attacks, one of which is a fire attack that can hit a character for major damage, and a strong dark breath attack. In addition to the usual offensive strategy on your party, you can nerf a lot of damage from Hunkorvus by using Blunt on him. With the best equipment and stacking Kabuff, while Blunt is active, Hunkorvus should be doing minimal damage with his physical attacks. Of course, all of your buffs can be negated with the disruptive wave, so you need to be careful how much you do buff. Erik should be using Divide and Double Down, then switching to swords or knives if there's only one boss left. You don't really need to change your strategies much from previous bouts here.



Hunkorvus's attack decreases slightly!

① Use Blunt on Hunkorvus to lower his attack


Eleven
HP: 770
MP: 466

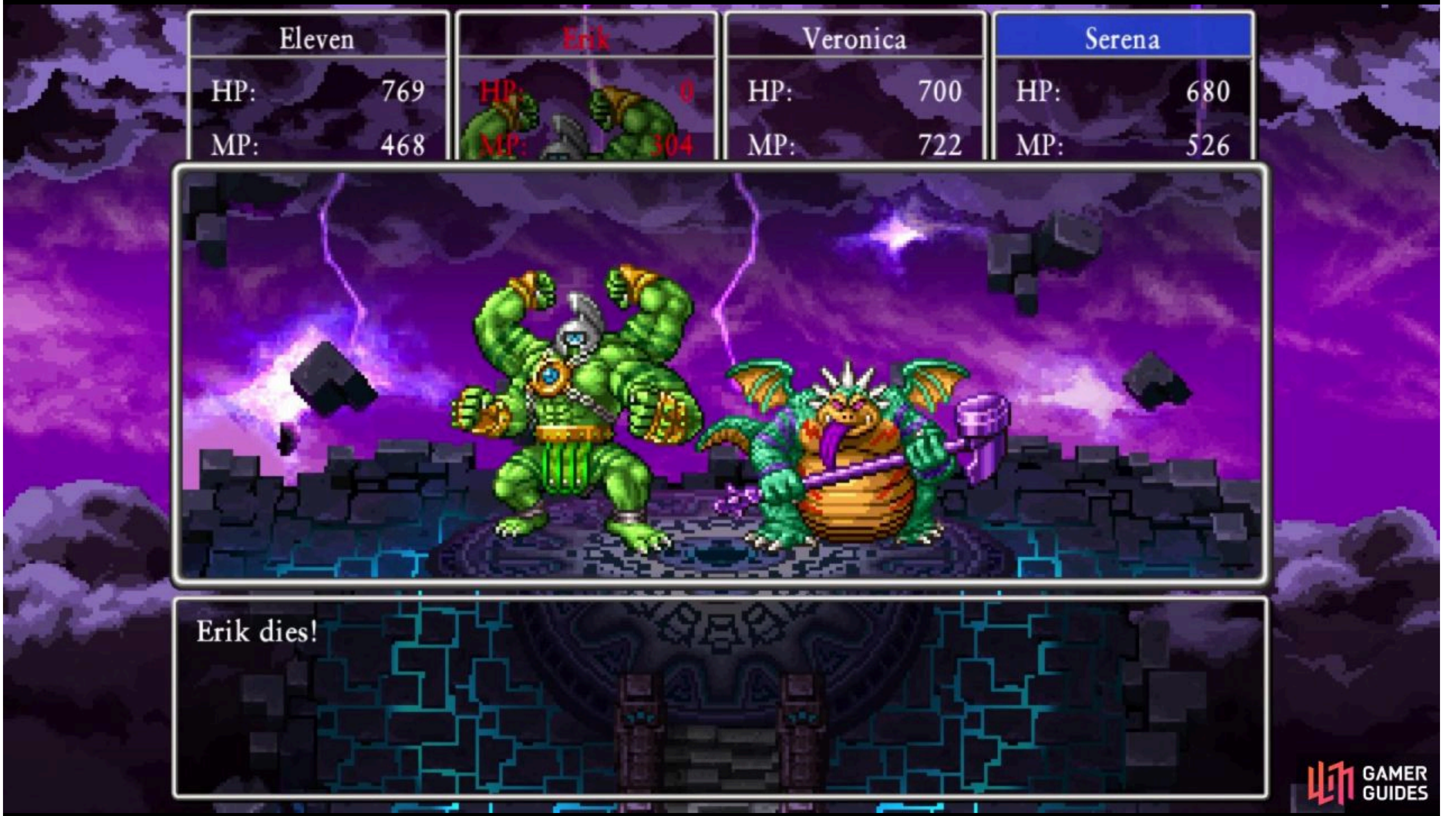
Erik
HP: 705
MP: 328

Veronica
HP: 700
MP: 728

Serena
HP: 680
MP: 522

Nelgelas spews forth a jet-black fog!

② The jet-black fog can inflict all kind of nasty ailments on your party


Eleven
HP: 769
MP: 468

Erik
HP: 0
MP: 304

Veronica
HP: 700
MP: 722

Serena
HP: 680
MP: 526

Erik dies!

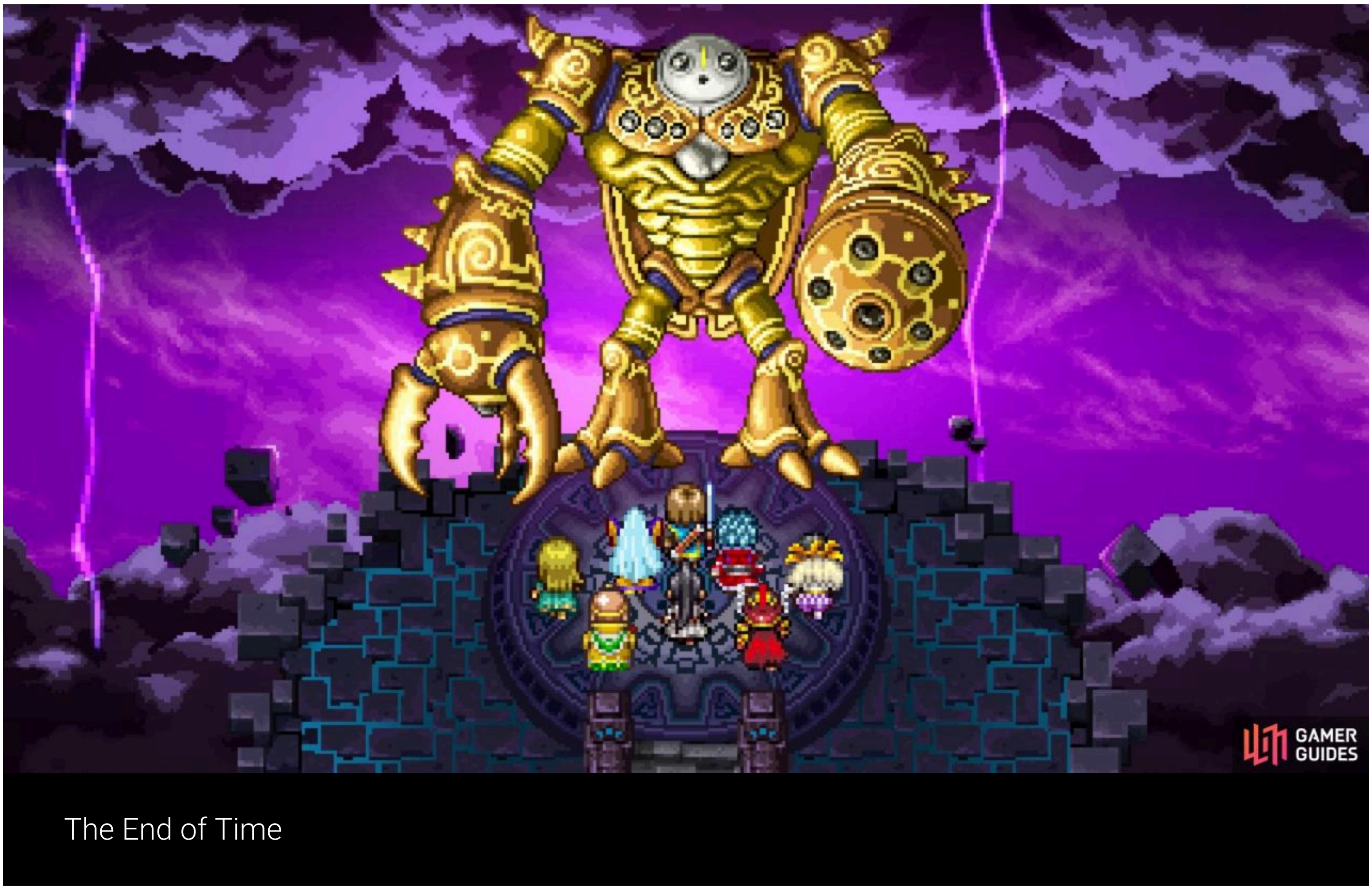
③ Nelgelas' hammer of darkness can instantly kill a character

Your reward for completing Level 3 is two items, the **Godbird Sceptre** and the **Crimson Catsuit**. The former is the strongest Heavy Wand in the game, although the Spell Critical Rate on the Staff of Eternity might be a better fit for Veronica. The latter is a piece of armor, and outfit, for Serena, and it should be her final one, too. The armor portion is ok, as it offers high defense, but her one armor you got from the Citadel of Spite should offer better bonuses overall. You will also unlock the final area in the Hall of Remembrance, the **Deepest Recesses of the Past**.

Tickington » Hall of Remembrance

Deepest Recesses of the Past

This will be your hardest challenge thus far, as the final level of the Hall of Remembrance pits you against the End of Time. The boss might look a little familiar, but it's definitely a challenge. You should have the Catholicon Rings equipped on your main party members and the general strategy from the previous fights will suffice here. There is a bit of RNG in the battle, though, which will be explained in the actual strategy, so things might make a turn for the worse.

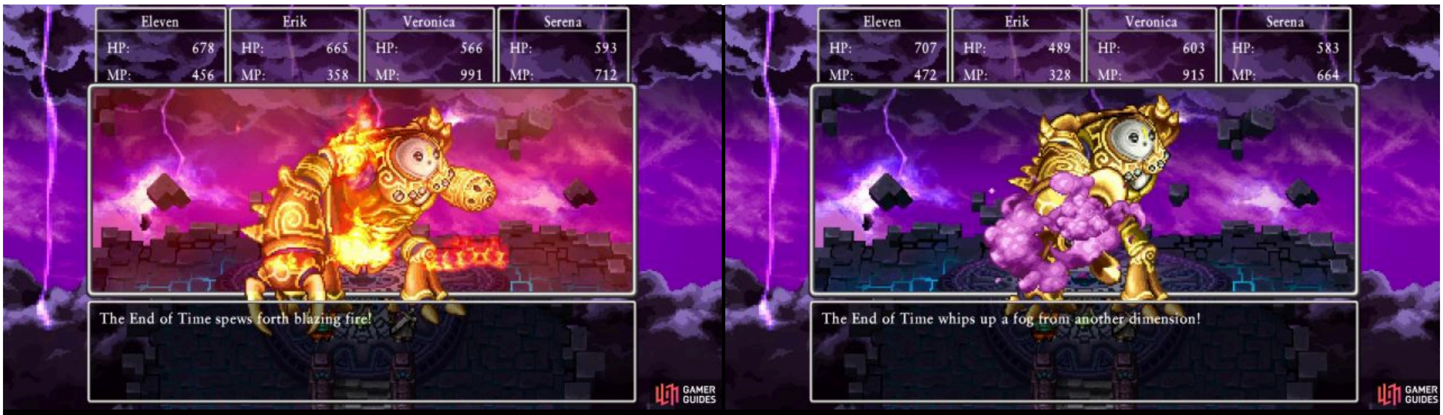


The End of Time

BOSS - The End of Time

The End of Time is pretty much a reskin of Calasmos, who you might remember being the final boss at the end of the last part of the game. Unlike Calasmos, you don't need to use the Super Sword of Light to dispel him of any cloak of darkness, as he doesn't have one. You will also not have to worry about any Darklings appearing, so there's no threat of a major attack or having to concentrate on defeating them. It will just be The End of Time and his two arms to fight in this battle. The main body has around 15,000 HP and each arm has around 4,000 HP. Also, the End of Time will get three actions per turn, so you will need to be prepared to survive the onslaught of damage.

It should be noted that the End of Time can use disruptive wave to dispel your buffs, so they should be minimal. While the arms are active, he can do a sweeping attack with the claw arm, hitting the entire party with physical damage. He can also fly by and unleash a barrage of shots with his other arm. You might also see the End of Time laugh flippantly, which just wastes one of his turns, so be happy if that happens. That about covers the physical attacks and the off-shoot waste of turn thing, so let's dive into the other attacks this optional boss has in his arsenal. The End of Time has three breath attacks, which are a fire-based one, a cold-based one, and a dark-based one.



The End of Time spews forth blazing fire!

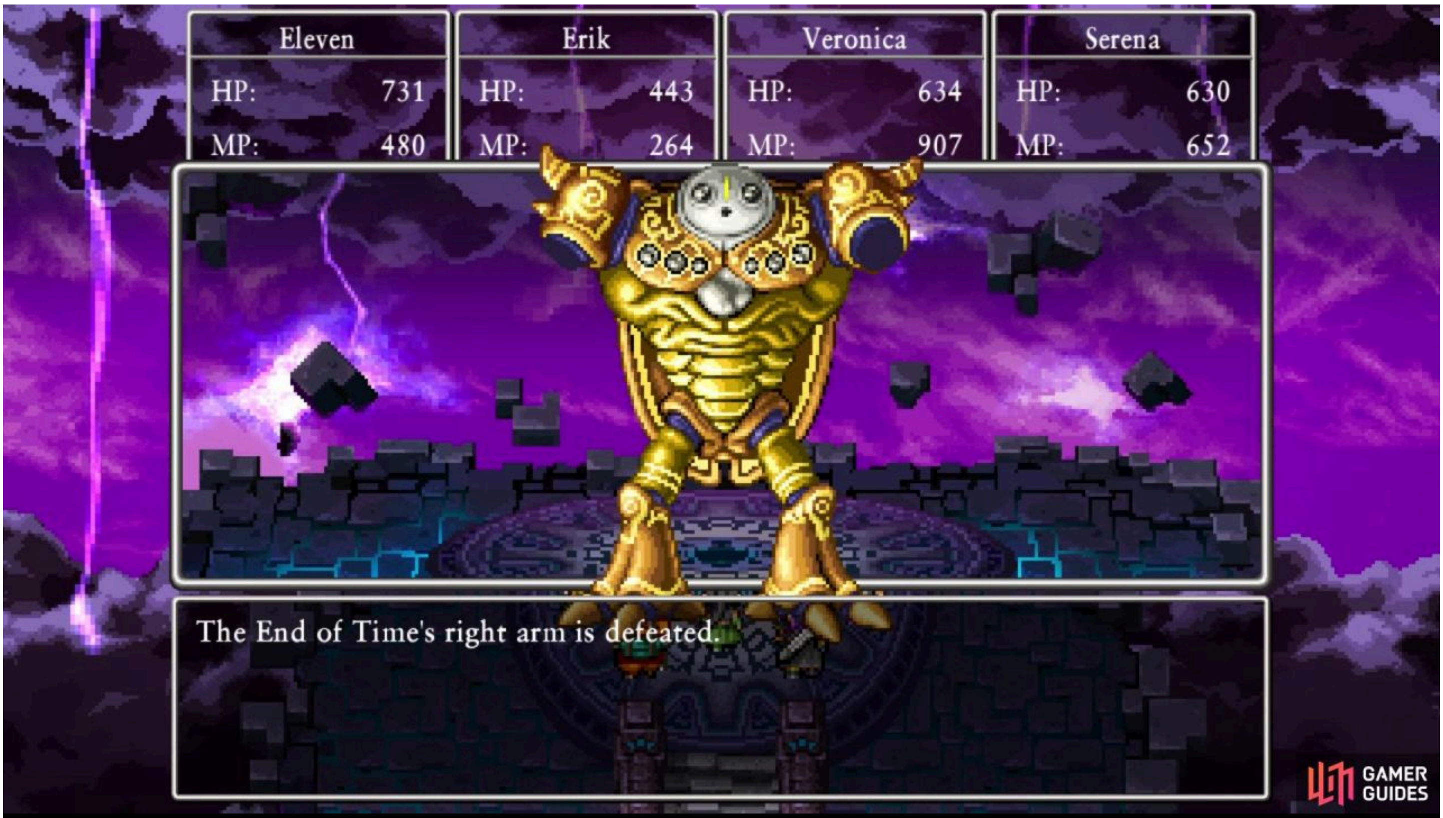
The End of Time whips up a fog from another dimension!

End of Time has multiple elemental breaths in his repertoire (left), The jet black fog can give you all kinds of ailments (right)

Beyond that, he can summon a lightning storm to hit your entire party, and even try to inflict a bunch of ailments with a "fog from another dimension." Thankfully, the Catholicon Rings should take care of the ailment fog, so no need to worry about that one. The main body can also heal itself with Mediation, but your damage should be more than enough to outdo it easily. You also have normal magic, like Kaboomle and Kaswooshle, as well as Deceleratle and Fizzle. Now, the Catholicon Rings don't protect against Fizzle, so you are going to have to hope it doesn't affect someone like one of your healers/casters. Of course, having Yggdrasil Dews as back ups is the safest bet.

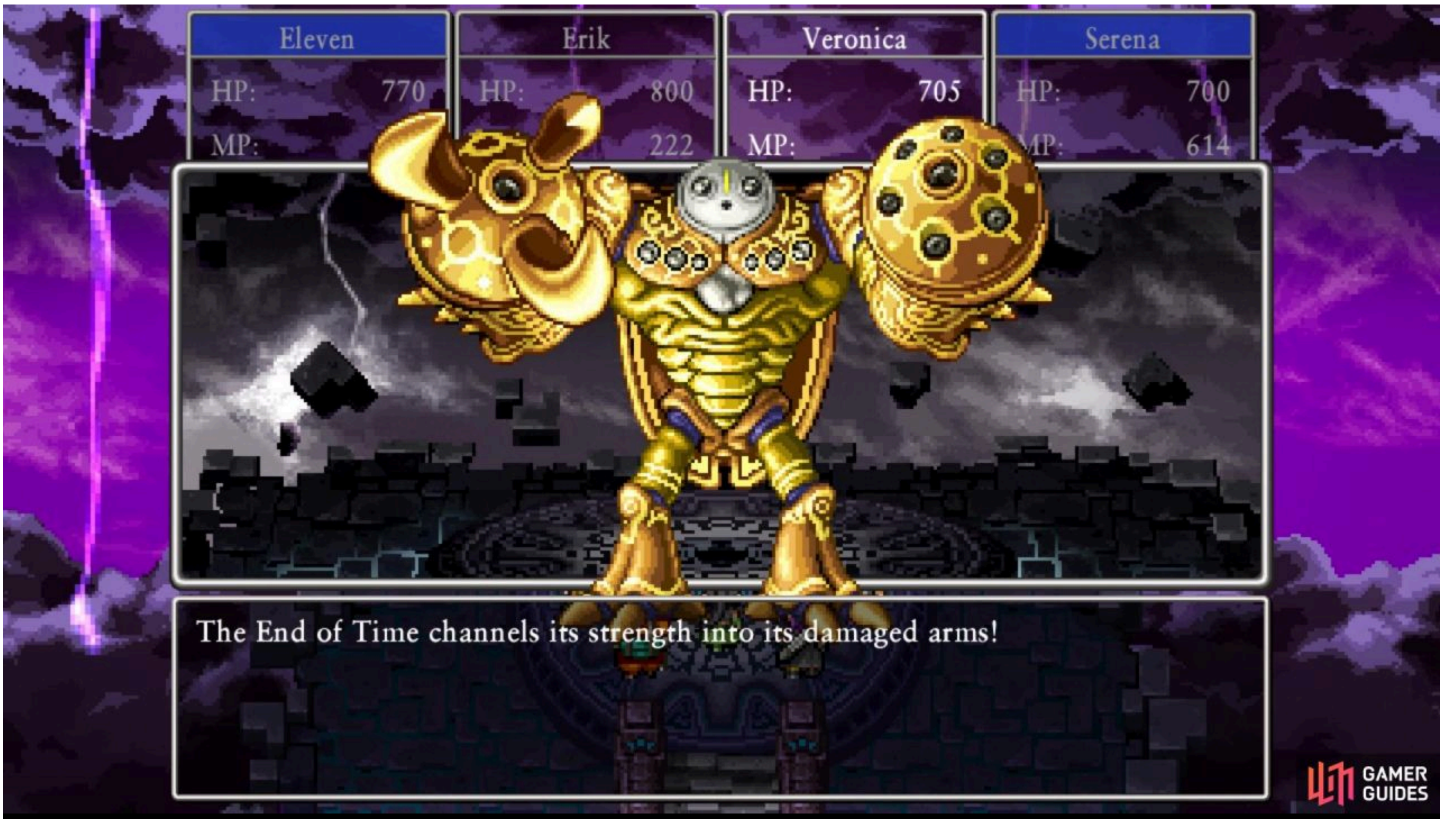
One of the more dangerous things that the End of Time can do is some time maneuver, where he basically cuts off three characters of the party, leaving only one active. There's no way to know who will be left behind, which is why it's imperative to have Yggdrasil Dews on everyone, just in case the person needs to heal. You could always just defend with the singled out character until the others come back into the fray. Note that while you can take out the arms completely, eliminating some of the physical attacks, the End of Time can regenerate them, although they don't seem to have their full HP if he does.

You have a couple of routes to take, depending on what you want to do. Veronica's Magic Burst is one of the most powerful attacks in the game, but it requires you to have some Elfin Elixirs on your characters to refill her MP throughout the fight. The other main offensive option is to use Erik, with Divide, Double Down, and the best boomerangs. Have someone cast Oomphle on him, combined with using Sap on the main body itself, and he will make short work of the boss. Having the Hero in the battle as a backup healer is a good idea, as is Serena for her healing prowess.


Eleven
HP: 731
MP: 480
Erik
HP: 443
MP: 264
Veronica
HP: 634
MP: 907
Serena
HP: 630
MP: 652
GAMER GUIDES

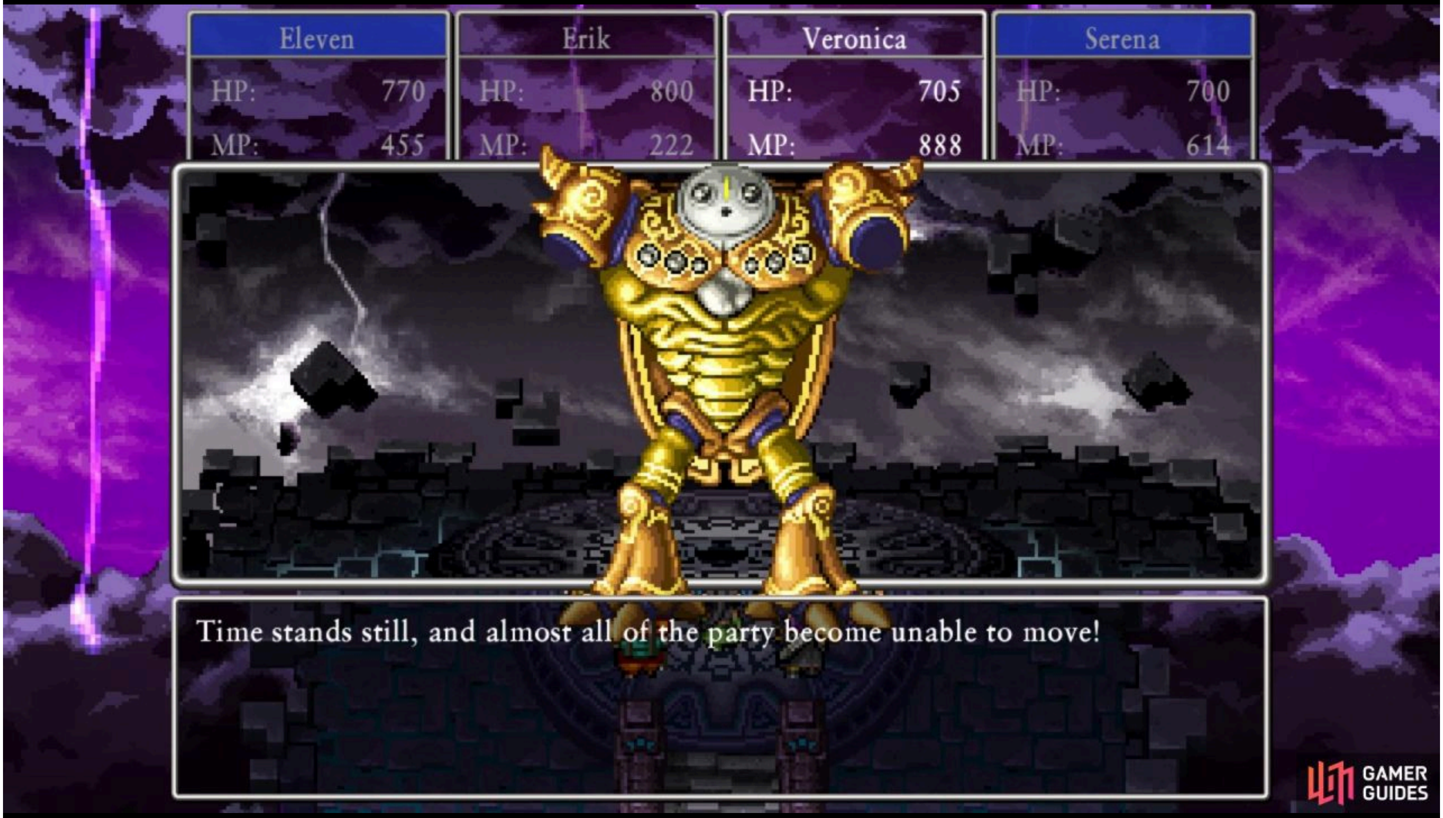
The End of Time's right arm is defeated.

1 You can destroy the End of Time's arms


Eleven
HP: 770
MP:
Erik
HP: 800
222
Veronica
HP: 705
MP:
Serena
HP: 700
MP: 614
GAMER GUIDES

The End of Time channels its strength into its damaged arms!

② But he can regenerate them at will


Eleven
HP: 770
MP: 455
Erik
HP: 800
MP: 222
Veronica
HP: 705
MP: 888
Serena
HP: 700
MP: 614
GAMER GUIDES

Time stands still, and almost all of the party become unable to move!

③ He can freeze time for the entire party, except for one character

You don't actually get anything worthwhile for defeating the End of Time, so watch the scene after the battle ends, then you will be transported back to the Echo Chamber. Note that you can go back to reface the End of Time, if you wanted (it's why the altar is still giving off the aura), with your reward just being a random seed for winning. Upon returning to the normal world, you will be told about an evil presence in the northwest, by the Tower of Lost Time.

Fun Sized Forge

The Fun-Size Forge is unlocked during your trip through the Manglegrove, where Erik will give it to you at the campfire event. If you've ever played Dragon Quest VIII, then you might recall the Alchemy Pot. The Fun-Size Forge is similar to that, where you can craft weapons, armors and accessories using materials found in the game's world. However, unlike DQVIII, you need to find Recipe Books in order to actually craft the items. These Recipe Books can be gotten from treasure chests, by reading books found on bookshelves, and even as rewards from the various Quests you complete.

Success!
GAMER GUIDES

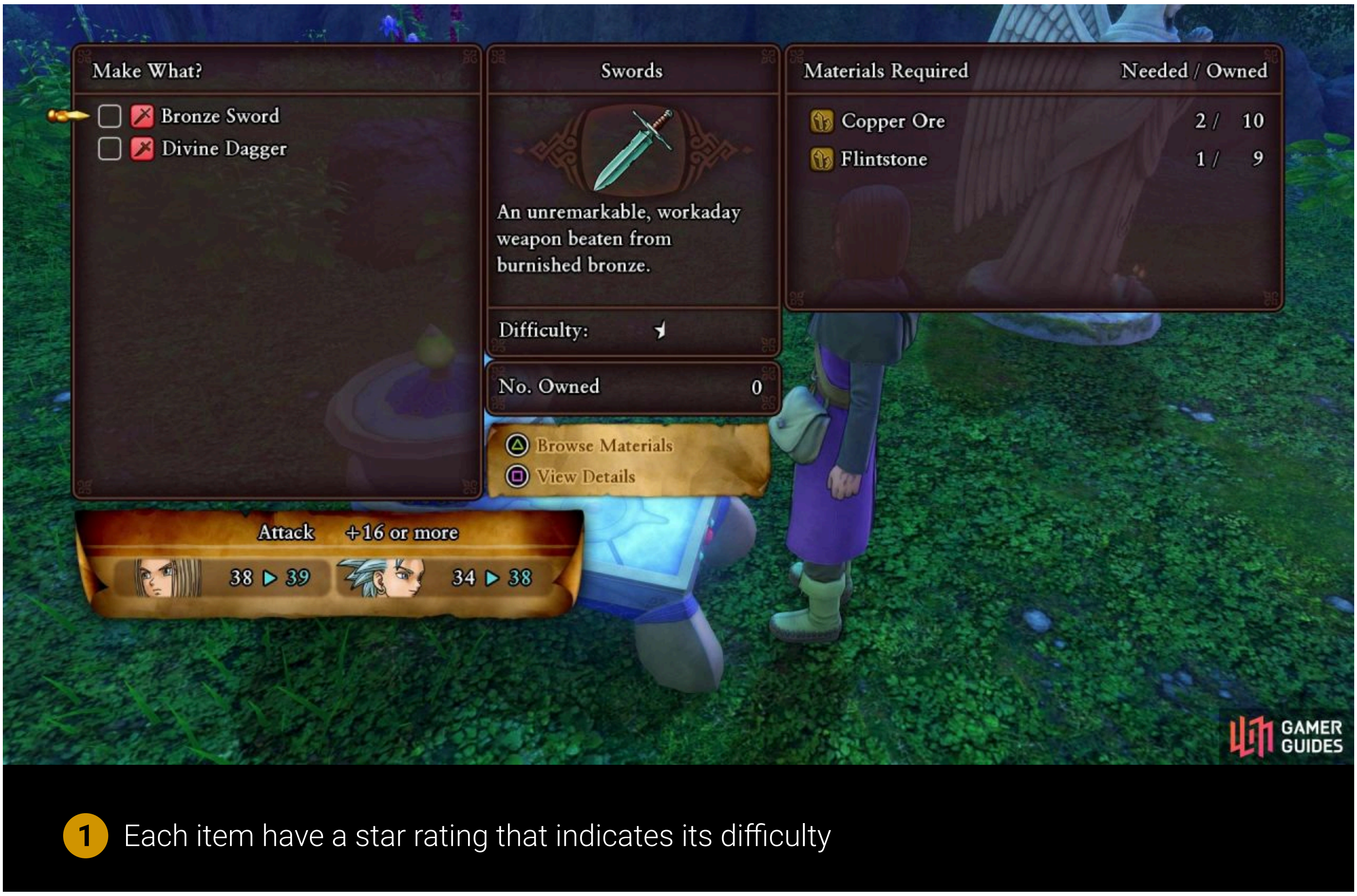
The forge is an invaluable asset to you on your journey

You will receive your first Recipe Book from Erik, when he hands you the Forge, but the rest will have to be found, so make sure you search every nook and cranny. In the vanilla version of the game, you can only use the Forge at the campsites you come across in the world. However, in the Definitive Edition of the game, you will be able to use the Forge pretty much anywhere, as you can simply access it via the Important Items menu. Once you head into the menu, you will be able to either select an item to newly craft, or rework an item you already have. If you plan on reworking an item, then you will need Perfectionist Pearls, which are gotten by successfully crafting new items.

Forging An Item

Whether you choose to craft a new item or rework a different one, you will enter the forging process. What you will see is a glob of metal, along with different spots you can strike with the hammer. Each section will have a gauge next to it, with a green range, as well as a little notch along the upper line of the window. Your goal is use the **Bash** option on the menu to strike a spot, which will cause a meter to start filling up the gauge. The catch is that you want to the meter to land in the green section, or even better, to land straight on the little notch. You'll know it's on the notch, as the meter will turn yellow, indicating a perfect forge for that section.

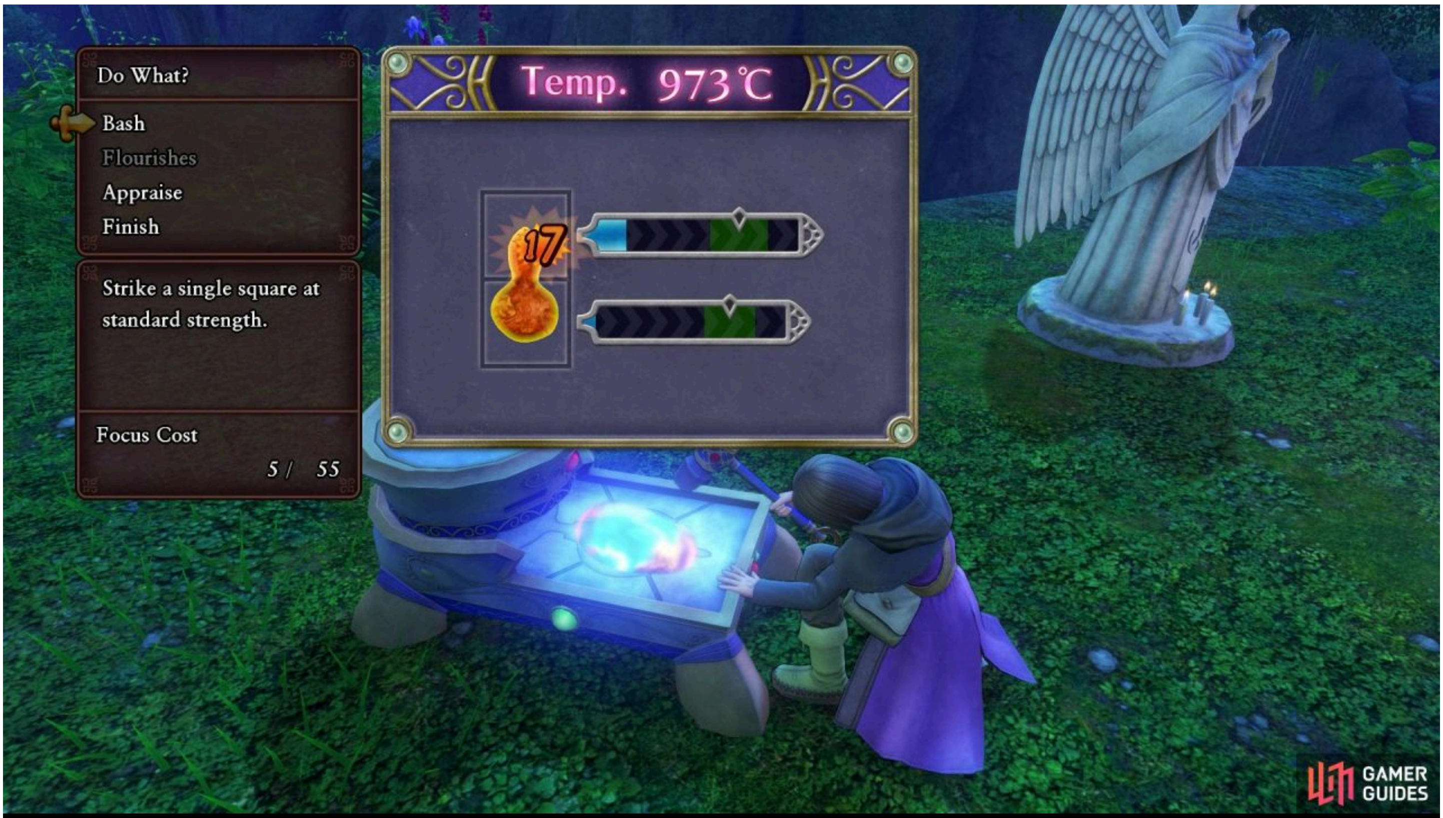
Of course, you can't keep simply Bash endlessly, as you have a stat called **Focus** in the bottom left of the menu window. As you try to forge an item, the Focus will be depleted, with Bash using 5 Focus each time you use it. When you don't have enough Focus left tp continue working on an item, you will need to finish the current forging session. This can be a bad thing, as it might result in a failure, which means you will simply get the base item with no bonuses at all. The number of Focus points will gradually increase as the Hero's actual level increases.



An unremarkable, workaday weapon beaten from burnished bronze.

Materials Required	Needed / Owned
Copper Ore	2 / 10
Flintstone	1 / 9

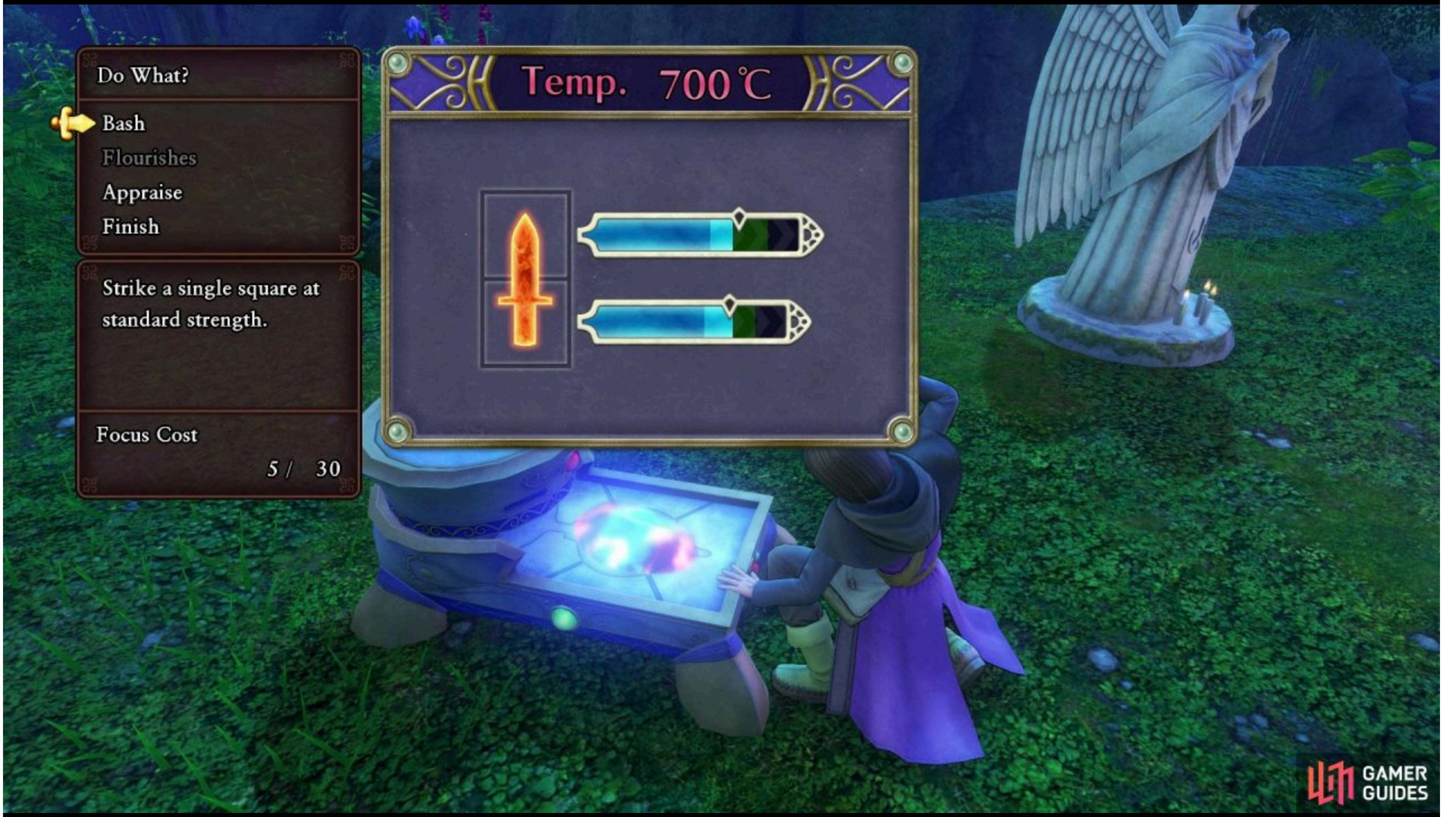
① Each item have a star rating that indicates its difficulty


Do What?
Bash
Flourishes
Appraise
Finish
Temp. 973℃
17
GAMER GUIDES

Strike a single square at standard strength.

Focus Cost 5 / 55

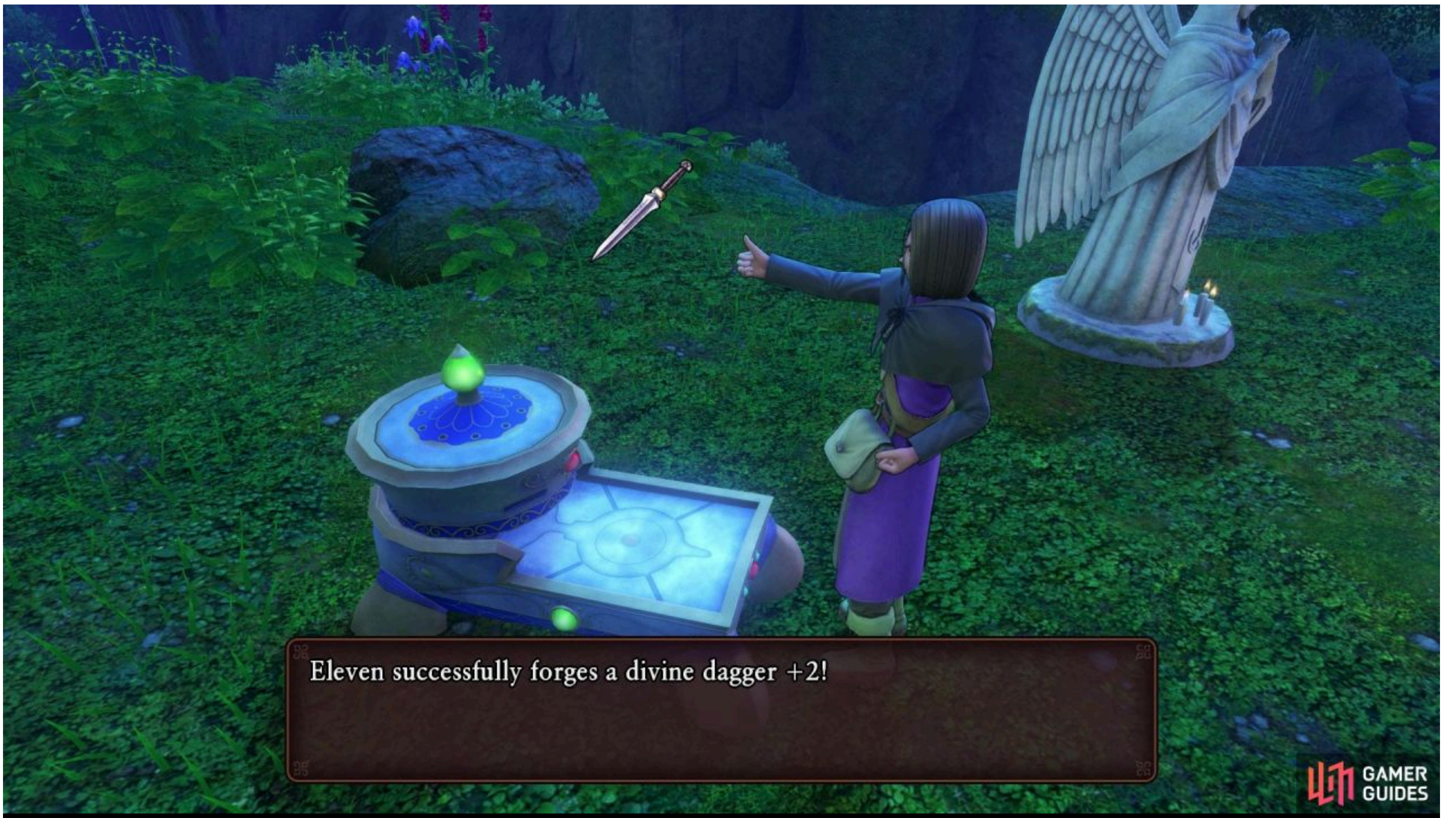
② You will need Focus in order to do any forging strikes


Do What?
Bash
Flourishes
Appraise
Finish
Temp. 700℃
GAMER GUIDES

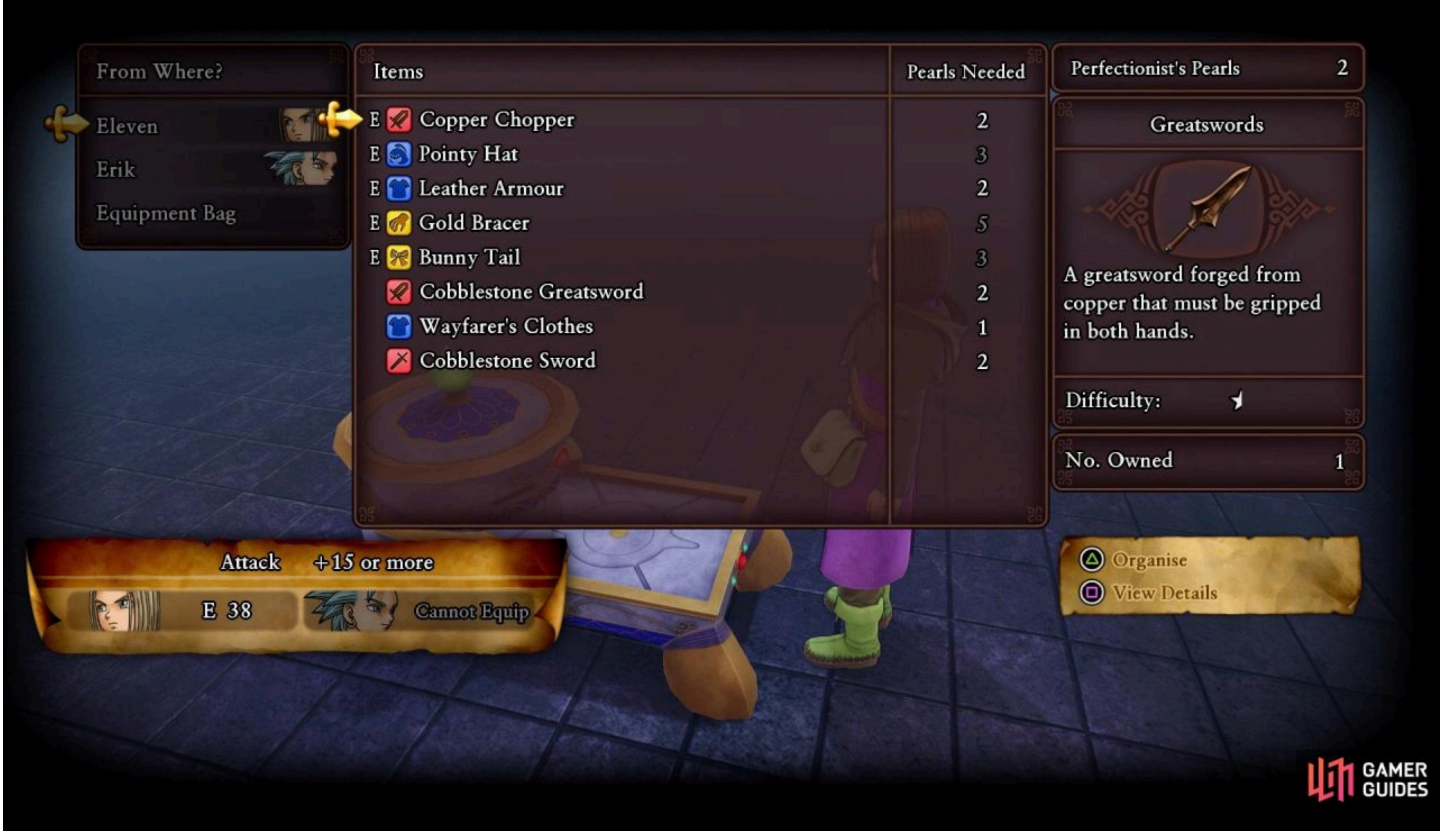
Strike a single square at standard strength.

Focus Cost 5 / 30

③ Your goal is to get the gauge into the green zones


Eleven successfully forges a divine dagger +2!

④ If done right, you can get a more powerful version


From Where?
Eleven
Erik
Equipment Bag
Perfectionist's Pearls 2
Greatswords
Difficulty:
No. Owned 1
Attack +15 or more
E 38
Cannot Equip
Organise
View Details

Items	Pearls Needed
E Copper Chopper	2
E Pointy Hat	3
E Leather Armour	2
E Gold Bracer	5
E Bunny Tail	3
Cobblestone Greatsword	2
Wayfarer's Clothes	1
Cobblestone Sword	2

A greatsword forged from copper that must be gripped in both hands.

⑤ Reworking items will require you to have Perfectionist Pearls

As you successfully forge items, you will notice they will get a bonus to the stats sometimes upon completion, in for the form of a +1, +2 or +3. It's important to note that if you fail at th minigame, you will always receive the base equipment, no matter what. The same is true if you're reworking an item, as you will always get back the item at the value it was before reworking it (i.e. if it was +1 before reworking, it will be +1 if you fail). If you finish with the gauges being in the green for all sections, then you will always receive a +1 to your item. If starting an item from scratch, you will need at least half of the gauges yellow if you want to +3 it. Appraising the item can tell you what bonus you will be receiving, with “Pretty well” being +1, “Really well” being +2, and “Brilliantly” being +3.

Tip

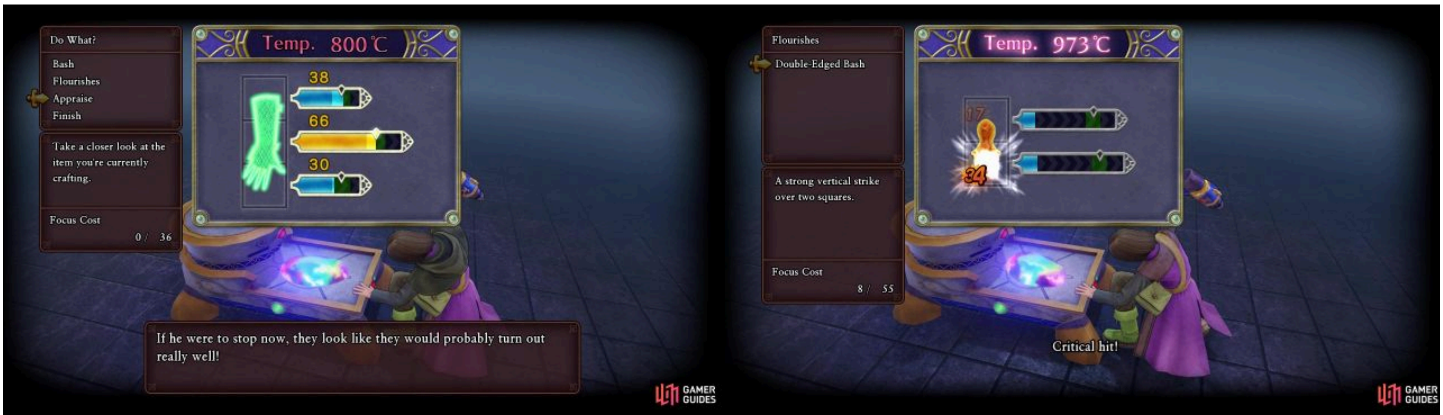
You can rework an item that’s +1 or +2, finish all sections within the green, and the item will improve to +2 or +3. This means you don’t need to get +3 right out of the gate on a new item and can steadily improve it, provided you have the Perfectionist Pearls.

Note

Once you gain access to l’Academie de Notre Maitre des Medailles, you will be able to purchase Perfectionist Pearls there for 100g each. Until then, the only way to get them is via crafting items from scratch.

Flourishes

Bash will only hit a single section of an item when forging, but **Flourishes** are special forging techniques that will usually hit multiple sections. You will unlock Flourishes upon leveling up your main character during normal gameplay, with the first one unlocked at Level 10. The catch with Flourishes, though, is that they use more Focus than a normal Bash, so you will need to be extra careful to not spend all of your Focus on them. Note that at level 55, you will learn **Hephaestus’ Flame**, which is not an actual Flourish you can use yourself. It occurs randomly during a forging session, but only once.



Take a closer look at the item you're currently crafting.

If he were to stop now, they look like they would probably turn out really well!

A strong vertical strike over two squares.

Critical hit!

The Appraise option will tell you the quality of the item you’re forging (left), You will gain Flourishes as you level up, which will be extremely helpful (right)

When it does appear, you will be able to use it and the next hit, whether it’s a normal Bash or a Flourish, will be a critical and stop when it hits the notch on the gauge. The best use of this is when you have a section or more than one) close to the notch, then trigger the Master Stroke to make it a lot easier to hit it, ensuring an easier time in getting the +3 quality out of the item.

Flourish	Level	Focus	Effect
Double-Edged Bash	10	8	A strong vertical strike over two squares
Lightening Bash	12	10	Strike a single square at half strength
Double Whammy	17	8	A double-strength strike on a single square
Sizzly Puff	23	10	Boosts temeperature by 300 degrees
Quadrabash	26	12	A strong stike over four squares in a two-by-two pattern
Multibash	31	7	An extra-efficient ability that strikes four squares at random
Triple Whammy	35	11	A triple-strength strike on a single square
Crackshot Bash	38	16	A strike with an increased chance of a critical hit
Kaquadrabash	44	18	A double-strength strike over four squares in a two-by-two pattern
C-C-Cold Blow	46	12	Lowers the temperature by 300 degrees
Crosscutter Blow	50	7	A strong strike over two diagonal squares
Woosh Bang Wallop	60	15	A strong strike on a single square that also lowers the temperature by 150 degrees

Recipe Books - Weapons

You will find the locations of all Recipe Books that contain weapons on this page. They are listed in the order in which you will probably find them during the main story.

Fist Forays Into Forging

- Obtained whenever you get the Fun-Sized Forge from Erik in **The Manglegrove**

Result	Stars	Ingredients
Bronze Sword	.5	Copper Ore (x2), Flintstone
Divine Dagger	.5	Copper Ore, Fresh Water

I Love Iron Arms

- Reward for completing **06 Smiths and Sparkly Spots**

Result	Stars	Ingredients
Iron Broadsword	1	Iron Ore (x2), Copper Ore
Cast-Iron Claymore	1	Iron Ore (x3), Copper Ore

So You Want to Be a Witch

- On a bookshelf on the first floor of the **Gallopolis Inn**

Result	Stars	Ingredients
Lamp Post	1	Beast Bone, Lamplight
Wizard's Staff	1	Pink Pine, Warmaline, Lamplight
Tricky Turban	1	Cottontop (x2), Duneberry, Narspicious
Fizzle-Retardant Blouse	1	Cottontop, Narspicious, Oasis Water
Enchantress's Gloves	1	Cottontop, Duneberry, Butterfly Wing

A Slender Sword of Solid Silver

- Found in a chest on the central platform (requires some climbing) in western **Laguna di Gondolia**

Result	Stars	Ingredients
Silver Rapier	1	Silver Ore (x2), Beast Bone, Glass Frit

Cutting-Edge

- Reward for completing **09 A Lovely Letter**

Result	Stars	Ingredients
Broader Sword	1	Iron Ore (x3), Pitch Pearl
Battle Fork	1	Beast Bone (x2), Witherwood, Yellow Eye
Rose Whip	1	Pink Pine, Narspicious, Buzzberries

Smithing with Steel

- Found on a bookshelf inside **The Warrior's Rest Inn**

Result	Stars	Ingredients
Steel Broadsword	1.5	Silver Ore (x2), Iron Ore, Blue Eye
Soarin' Steel	1.5	Silver Ore (x2), Iron Ore (x2), Big Bone (x2)
Steel Shield	1.5	Silver Ore (x2), Iron Ore, Glass Frit (x2)
Steel Helmet	1.5	Silver Ore (x3), Iron Ore (x2), Royal Soil (x2)
Full Plate Armour	1.5	Silver Ore (x3), Iron Ore, Tiny Tortoise Shell (x2)

Building Butterfly Bric-a-Brac

- On a bookshelf in the **Octagonia orphanage**

Result	Stars	Ingredients
Batterfly Knife	1.5	Silver Ore (x2), Coagulant, Butterfly Wing
Malleable Mask	1.5	Silver Ore (x2), Butterfly Wing (x2), Narspicious

Your Crafting Career Starts Here

- On bookshelf in house near restaurant in **Puerto Valor**

Result	Stars	Ingredients
Jolly Brolly	1.5	Witherwood (x2), Waveweed, Sparkly Sap
Coral Hairpin	1.5	Crimson Coral, Maiden's Favour
Utility Belt	1.5	Hardy Hide (x2), Celestial Skein, Grubby Bandage

Building a Blade of Blistering Brutality

- In a chest behind the counter in the weapon shop in **Lonalulu**

Result	Stars	Ingredients
Cautery Sword	1.5	Silver Ore (x2), Lava Lump, Red Eye

Lashings of Class

- Gotten by accepting **19 Making Things Right**

Result	Stars	Ingredients
Queen's Whip	2	Mirrorstone (x2), Narspicious, Green Eye

Electrifying Equipment

- Found in a chest on **The Eerie Eyrie**

Result	Stars	Ingredients
Lightning Staff	2	Pink Pine (x2), Thunderball, Royal Soil
Lightning Lance	2	Gold Ore (x3), Thunderball, Magic Beast Horn

Build Better Birds' Feet

- In a chest behind a waterfall in **The Eerie Eyrie**

Result	Stars	Ingredients
Crow's Claws	2	Platinum Ore, Flurry Feather (x2), Twisted Talons

Dragony Designs

- On a bookshelf in a house south of the weapons shop in **Phnom Nonh**

Result	Stars	Ingredients
Wyvern Wand	1.5	Pink Pine (x2), Dragon Hide, Blue Eye
Dragontail Whip	2	Dragon Horn, Dragon Hide, Green Eye

Knick-Knacks for Nifty Nickers

- In a chest behind the ruins in **Phnom Nonh**

Result	Stars	Ingredients
Bloodletter	2	Platinum Ore (x2), Dragon Horn, Red Eye
Swordbreaker	2	Silver Ore (x2), Gold Ore (x2), Twisted Talons (x2)
Thief’s Turban	1.5	Evencloth, Narspicious, Pitch Pearl
Robber Gloves	1	Magic Beast Hide (x2), Slipweed, Kitty Litter
Gloomy Gloves	2	Magic Beast Hide, Evencloth

Making the Magic Happen

- In a chest behind the Magic Key door in **Gallopolis**

Result	Stars	Ingredients
Hocus Locus	2	Pink Pine (x2), Sparkly Sap (x2), Yellow Eye
Hocus Hat	2	Faerie Fluff (x2), Toad Oil (x2), Snakeskin
Fizzle-Retardant Suit	2	Silkblossom (x2), Oasis Water, Belle Cap

Divine Designs

- In a chest behind the Magic Key door in **Gondolia**

Result	Stars	Ingredients
Seraphic Sceptre	2	Pink Pine (x2), Angel Bell (x3), Yellow Eye
Angel’s Sandals	2	Celestial Skein (x2), Angel Bell (x3), Flurry Feather (x2)

Supercool Kit

- In a chest behind the cabin in the northern part of the **Snaerfelt**

Result	Stars	Ingredients
Winter’s Wing	2	Avabranche (x2), Permasnow (x2), Platinum Ore (x2)
Shiverstick	2	Avabranche (x2), Purple Eye, Sparkly Sap

Platinum Power

- On a bookshelf on the second floor of the **Sniflheim Inn** (after thawed)

Result	Stars	Ingredients
Platinum Sword	2	Platinum Ore (x2), Magic Beast Hide (x2), Buzzberries (x2)
Platinum Powersword	2	Platinum Ore (x3), Gold Ore (x2), Mirrorstone (x2)
Platinum Lance	2	Platinum Ore (x3), Silver Ore (x2), Blue Eye

Result	Stars	Ingredients
Platinum Claws	2	Platinum Ore (x2), Iron Ore (x2), Yellow Eye

How to Outdo the Undead

- In a chest found in the **First Forest**

Result	Stars	Ingredients
Zombie Slayer	2	Platinum Ore (x2), Saint's Ashes, Extra Mural

Note

The following recipes are found during the second portion of the game, which extends to the Fortress of Fear.

The Devil's in the Details

- Found on a bookshelf in Jasper's Quarters on the bottom floor of **Heliodor Castle**

Result	Stars	Ingredients
Demonsbane	2	Platinum Ore (x3), Saint's Ashes (x2)
Demon Spear	2.5	Platinum Ore (x2), Fatalistick (x2), Blue Eye
Demon's Whip	2	Platinum Ore (x2), Grubby Bandage (x3), Purple Eye (x2)
Devil's Tail	2	Grubby Bandage, Fatalistick (x2)

A Recipe Book of Regal Regalia

- On a bookshelf in King's Bedchamber on middle floor of **Heliodor Castle**

Result	Stars	Ingredients
King Axe	2	Gold Ore (x3), Enchanted Stone (x3), Beast Bone (x2)
King's Coat	2.5	Silkblossom (x3), Ethereal Stone, Savvy Sapphire
Queen's Robe	2.5	Silkblossom (x3), Ethereal Stone, Royal Ruby

More Dragony Designs

- Found on **Mount Pang Lai - Slopes**, in a chest on a ledge just past the bridge

Result	Stars	Ingredients
Dragonsbane	2.5	Mythril Ore (x2), Dragon Horn (x2), Red Eye (x2)

Result	Stars	Ingredients
Wyrmfang	2.5	Mythril Ore (x3), Dragon Hide (x2), Dragon Horn (x2)
Dragon Shield	2	Mythril Ore (x2), Dragon Horn, Yellow Eye
Dragon Mail	2	Mythril Ore (x3), Dragon Hide (x2), Red Eye (x2)

The Mothmask Prophecies

- Purchase from **Puerto Valor Casino** for 1,000 Tokens during second part of game

Result	Stars	Ingredients
Dread Dagger	2.5	Platinum Ore (x2), Coagulant (x2), Evencloth
Papillon Mask	2.5	Mythril Ore (x2), Butterfly Wing, Coagulant, Narspicious (x2)

Snowfield Styles

- In a chest at the dead end just north of the shelter that's by the **Viking Hideout**

Result	Stars	Ingredients
Fenrir Fang	3	Mythril Ore (x2), Ice Crystal (x2), Twisted Talons, Savvy Sapphire
Ice Claws	2.5	Silver Ore (x2), Ice Crystal (x2), Avabranche (x2), Savvy Sapphire
Avalanche Axe	2.5	Mythril Ore (x3), Ice Crystal (x2), Permasnow (x2), Savvy Sapphire

Fine Fashions for Philosophers

- Reward for completing **Quest 41 A Ballad of Bravery**

Result	Stars	Ingredients
Sage's Staff	2.5	Fatalistick (x2), Thinkincense (x3), Fresh Water (x3), Yellow Eye (x3)
Scholar's Cap	2.5	Glimmergrass (x3), Blue Eye, Celestial Skein (x2)
Thinking Cap	2.5	Gold Ore (x3), Platinum Ore (x2), Equable Emerald (x2), Thinkincense (x2)
Guru's Gloves	2.5	Dragon Hide (x2), Thinkincense, Sage's Elixir

Making the Most of Mythril

- Reward for completing **Quest 44 The Search for the Sage's Stone**

Result	Stars	Ingredients
Fizzle Foil	2.5	Mythril Ore (x2), Narspicious (x2), Fatalistick (x2), Red Eye (x2)
Mythril Helm	2.5	Mythril Ore (x2), Dragon Horn (x2), Glass Frit (x2), Yellow Eye
Dancer's Mail	2.5	Mythril Ore (x3), Slipweed (x2), Buzzberries (x2)

Secrets of the Sunken Spirit

- Reward for completing **Quest 39 Marking a Momentous Occasion**

Result	Stars	Ingredients
Full Fathom Fork	2.5	Densinium (x3), Crimson Coral (x2), Rippledrops, Spellbound Bough (x2)

Even More Dragony Designs

- In a chest at the **Hotto Steppe (North) Whale Way Station**

Result	Stars	Ingredients
Red Dragon Rod	3	Firewood (x2), Dragon Hide (x2), Royal Ruby, Lava Lump (x2)
Wyrmwand	3	Firewood (x2), Royal Ruby (x2), Dragon Horn (x2), Sparkly Sap (x2)

Things to Do with Metal Goo

- Reward for completing **Quest 43 A Long-Lost Literary Love**

Result	Stars	Ingredients
Metal Goomerang	3	Molten Globules, Slimedrop, Spellbound Bough (x2), Toad Oil (x2)
Metal Gooreatsword	3	Molten Globules, Slimedrop, Maiden's Favour (x2), Densinium
Metal Slime Armour	3	Molten Globules, Slimedrop, Densinium (x2), Large Scale (x2)
Metal Slime Helm	3	Molten Globules, Slimedrop, Mythril Ore (x2), Mirrorstone (x2)
Metal Slime Shield	3	Molten Globules, Slimedrop, Big Bone (x2), Sun-Bleached Seashell (x2)
Metal Slime Spear	3	Molten Globules, Slimedrop, Glass Frit (x2), Twisted Talons (x2)
Metal Slime Sword	3	Molten Globiles, Slimedrop, Dragon Horn (x2), Big Bone (x2)

In Fine Fettle with Liquid Metal

- Chest on Level 3 (exterior) of the **Fortress of Fear**

Result	Stars	Ingredients
Liquid Metal Armour	3.5	Molten Globules, Goobricant, Dragon Horn (x2), Platinum Ore (x2)
Liquid Metal Goomerang	3.5	Molten Globules, Goobricant, Wyrmwood (x2), Densinium (x2)
Liquid Metal Gooreatsword	3.5	Molten Globules, Goobricant, Densinium (x2), Lamplight (x2)
Liquid Metal Helm	3.5	Molten Globules, Goobricant, Dracolyte (x2), Lucida Shard (x2)
Liquid Metal Jacket	3.5	Molten Globules, Goobricant, Dragon Hide (x2), Colourful Cocoon (x2)
Liquid Metal Shield	3.5	Molten Globules, Goobricant, Gold Nuglet (x2), Densinium (x2)

Result	Stars	Ingredients
Liquid Metal Spear	3.5	Molten Globules, Goobricant, Wyrmwood (x2), Gold Nuglet (x2)
Liquid Metal Sword	3.5	Molten Globules, Goobricant, Dragon Horn (x2), Lamplight (x2)

Note

The following recipes are all gotten from the final part of the game.

Good Godly Gear

- In a chest in the northwest corner of the outside of the **Tower of Lost Time**

Result	Stars	Ingredients
Sacrosanct Staff	3	Avabranche (x3), Sainted Soma, Royal Soil (x3), Sparkly Sap (x2)
Venus' Tear	3	Savvy Sapphire (x2), Glass Frit (x3), Pitch Pearl, Rippledrops (x2)

A Hero's Book of Basic Weapons

- In a chest inside the **Tower of Lost Time**

Result	Stars	Ingredients
Asterang	4	Meteorang, Agate of Evolution, Thunderball, Lucida Shard
Darting Dagger	4	Deft Dagger, Agate of Evolution, Slipweed, Gold Nuglet
Dragonlord Claws	4	Beastmaster Claws, Agate of Evolution, Ethereal Stone, Dragon Horn
Mega Gingham Whip	4	Gringham Whip, Agate of Evolution, Wyrmwood, Dragon Hide
Maxi Axe	4	Bad Axe, Agate of Evolution, Densinium, Wyrmwood
Nebula Sword	4	Stardust Sword, Agate of Evolution, Evencloth, Lucida Shard
Shining Staff	4	Bright Staff, Agate of Evolution, Spellbound Bough, Brighten Rock
Straight Poker	4	Poker, Agate of Evolution, Wyrmwood, Dragon Horn

Sizzling Styles

- Behind the Ultimate Key door on **The Hotto Steppe - Northern Whale Way Station**

Result	Stars	Ingredients
Banefire Boomerang	4	Lava Lump (x3), Lamplight (x3), Royal Ruby, Densinium
Combusticlaws	4	Lava Lump (x2), Warmaline (x3), Rockbomb Shard (x3), Royal Ruby
Crimson Robe	4	Laval Lump (x3), Fire Wood (x3), Magic Water (x2), Royal Ruby
Flame Tang	4	Lava Lump (x2), Crimson Coral (x3), Royal Ruby, Densinium (x2)

Result	Stars	Ingredients
Inferno Blade	4	Lava Lump (x2), Rockbomb Shard (x2), Royal Ruby, Densinium (x2)

Sage Advice

- Behind the Ultimate Key door on **Sniflheim - Whale Way Station**

Result	Stars	Ingredients
Supreme Sage's Staff	4	Wyrmwood (x3), Spellbound Bough (x2), Sage's Elixir, Thinkincense (x2)
Scholar's Specs	4	Gold Ore (x2), Thinkincense (x3), Glass Frit (x2), Mirrorstone
Minister's Mitts	4	Thinkincense (x3), Serpent Skin (x2), Sage's Elixir, Fine Fur (x2)
Ruby of Protection	4	Artful Amethyst (x2), Serpent Skin, Large Scale (x2), Pale Pearl

Uberswords Illustrated

- Prize in Octagonia Casino in Act 3 (70,000 Tokens)

Result	Stars	Ingredients
Uber Falcon Blade	4	Dracolyte (x2), Molten Globules, Artful Amethyst (x2), Agate of Evolution
Uber Miracle Sword	4	Platinum Ore (x2), Molten Globules, Savvy Sapphire (x2), Pep Pip

A Hero's Book to Better Weapons

- In a chest in **The Disciple's Trial - The Eerie Valley**

Result	Stars	Ingredients
Brilliant Staff	4.5	Shining Staff, Agate of Evolution (x2), Spellbound Bough (x2), Brighten Rock (x2), Savvy Sapphire
Climaxe	4.5	Maxi Axe, Agate of Evolution (x2), Densinium (x2), Wyrmwood (x2), Sunny Citrine
Dashing Dagger	4.5	Darting Dagger, Agate of Evolution (x2), Slipweed (x2), Gold Nuglet (x2), Artful Amethyst
Dragovian Lord Claws	4.5	Dragonlord Claws, Agate of Evolution (x2), Ethereal Stone (x2), Dragon Horn (x2), Royal Ruby
Giga Gringham Whip	4.5	Mega Gringham Whip, Agate of Evolution (x2), Wyrmwood (x2), Dragon Hide (x2), Equable Emerald
Stellarang	4.5	Asterang, Agate of Evolution (x2), Thunderball (x2), Lucida Shard (x2), Sunny Citrine
Stud Poker	4.5	Straight Poker, Agate of Evolution (x2), Wyrmwood (x2), Dragon Horn (x2), Royal Ruby
Supernova Sword	4.5	Nebula Sword, Agate of Evolution (x3), Evencloth (x2), Lucida Shard (x2), Artful Amethyst

Supreme Secrets of the Sword of Light

- One of the five wishes when completing the **Drustan Trials**

Result	Stars	Ingredients
Supreme Sword of Light	5	Sword of Light, Sword of Kings, Crimsonite (x2), Uber Agate of Evolution (x2), Spectralite (x2)

Making Things with Metal Kings

- Reward for turning in 110 Mini Medals

Result	Stars	Ingredients
Metal King Goomerang	5	Molten Globules, Slime Crown, Uber Agate of Evolution, Dracolyte (x2)
Metal King Gooreatsword	5	Molten Globules, Slime Crown, Uber Agate of Evolution, Dracolyte (x2)
Metal King Shield	5	Molten Globules, Slime Crown, Cumulonimbough, Gold Nuglet (x2)
Metal King Spear	5	Molten Globules, Slime Crown, Densinium, Red Wood (x2)
Metal King Sword	5	Molten Globules, Slime Crown, Serpent Bone, Lamplight (x2)

Ye Manifold Methods of Mighty Drustan

- In a chest on Level 1 of The **Luminary's Trial - Citadel of Spite**

Result	Stars	Ingredients
Exotoga	5	Kaleidocloth, Agate of Evolution (x2), Savvy Sapphire (x3), Thinkincense (x3), Celestial Skein (x3)
Sacred Spear	5	Mythril Ore (x3), Brighten Rock (x2), Spectralite, Sainted Soma, Saint's Ashes
Seraph's Robe	5	Kaleidocloth, Faerie Fluff (x3), Dieamend (x3), Sunny Citrine (x2), Sainted Soma (x2)
Soul Sucker	5	Orichalcum (x2), Crimsonite, Uber Agate of Evolution, Snakeskin (x3), Chronocrystal (x2)
Sword of Judgment	5	Densinium (x2), Angel Bell (x3), Kaleidocloth (x2), Sainted Soma, Saint's Ashes

If I Could Turn Back Time

- In a chest on **Level 4 of The Luminary's Trial - Citadel of Spite**

Result	Stars	Ingredients
Sceptre of	5	Rusty Sceptre, Chronocrystal (x3), Uber Agate of Evolution, Spectralite,

Result	Stars	Ingredients
Time		Cumulonimbough (x2)

Big Hitters of the Battlefield

- In a chest on Level 4 of **The Luminary's Trial - Citadel of Spite**

Result	Stars	Ingredients
Decimators	5	Serpent Bone (x2), Gold Bar, Thunderball (x2), Spectralite, Fire Ball
El Stupendo	5	Orichalcum, Gold Bar, Crimsonite, Buzzberries (x3), Cherry Blossom Petal (x3)
Heaven's Talon	5	Orichalcum (x2), Crimsonite, Serpent's Soul, Saint's Ashes, Red Wood
Hellbeast's Leash	Orichalcum (x2), Crimsonite (x2), Chronocrystal, Gold Bar, Black Tear	
Hunter's Moon	5	Gold Bar (x2), Lucida Shard (x3), Lunaria (x3), Royal Ruby (x2), Spectralite
Kairos Cleaver	5	Mythril Ore (x3), Chronocrystal, Crimsonite (x2), Slipweed (x3), Sunny Citrine (x3)
Shamshir of Light	5	Brighten Rock (x3), Glimmergrass (x2), Sparkly Sap (x3), Dracolyte, Crimsonite
Staff of Eternity	5	Cumulonimbough (x2), Chronocrystal (x2), Crimsonite, Serpent's Soul, Sparkly Sap
Timeshear	5	Dracolyte (x3), Chronocrystal (x2), Cumulonimbough (x3), Wakerobin (x3), Black Tear (x2)

The Emperor's New Axe

- Reward for completing the **First Trial of the Wheel of Harma**

Result	Stars	Ingredients
Kaiser Axe	2.5	Gold Ore (x3), Ethereal Stone, Magic Beast Horn (x2)

Bottling Lightning

- Reward for completing the **Second Trial of the Wheel of Harma** in 15 turns or less

Result	Stars	Ingredients
Lightning Conductor	2.5	Spellbound Bough (x2), Thunderball, Enchanted Stone

Orichalcum: Ore Blimey

- Reward for completing the **Final Trial of the Wheel of Harma**

Result	Stars	Ingredients
Legate's Blade	4	Densinium (x2), Orichalcum, Goobricant (x3), Black Tear
Orichalcum Claws	4	Orichalcum (x2), Lamplight (x3), Crimsonite (x2), Serpent Bone
Meteorite Bracer	5	Lucida Shard (x3), Orichalcum, Slipweed (x3), Savvy Sapphire (x4), Gold Bar

A Hero's Book of Brilliant Weapons

- Obtained from Drustan after making all five wishes from Trials

Result	Stars	Ingredients
Aurora Staff	5	Brilliant Staff, Uber Agate of Evolution, Spellbound Bough (x3), Brighten Rock (x3), Black Tear
Dynamo Dagger	5	Dashing Dagger, Uber Agate of Evolution, Slipweed (x3), Gold Nuglet (x3), Crimsonite
Galaxarang	5	Stellarang, Uber Agate of Evolution, Thunderball (x3), Lucida Shard (x3), Black Tear
Galaxy Axe	5	Climaxe, Uber Agate of Evolution, Densinium (x3), Wyrmwood (x3), Crimsonite
Hypernova Sword	5	Supernova Sword, Uber Agate of Evolution, Evencloth (x3), Lucida Shard (x3), Crimsonite
Split-Pot Poker	5	Stud Poker, Uber Agate of Evolution, Wyrmwood (x3), Dragon Horn (x3), Crimsonite
Uber Gringham Whip	5	Giga Gringham Whip, Uber Agate of Evolution, Wyrmwood (x3), Dragon Hide (x3), Black Tear
Xenlon Claws	5	Dragovian Lord Claws, Uber Agate of Evolution (x3), Ethereal Stone (x3), Dragon Horn (x3), Crimsonite

Recipe Books - Armor

You will find the locations of all Recipe Books that contain armor on this page. They are listed in the order in which you will probably find them during the main story.

Economy of the Scales

- Found in a chest inside the Woodcutter's Cabin in **The Manglegrove**

Result	Stars	Ingredients
Scale Shield	.5	Copper Ore, Small Scale
Scale Armour	.5	Copper Ore (x2), Small Scale (x2)

'O Holy Knight

- Found inside the church in **Cobblestone** after The Manglegrove

Result	Stars	Ingredients
Templar's Uniform	.5	Cottontop (x2), Buzzberries

Put a Feather in Your Cap

- Found in a chest in the **Kingsbarrow**, which requires the Mounted Eggoskeleton

Result	Stars	Ingredients
Feathered Cap	1	Hardy Hide, Flurry Feather

An Introduction to Armor

- Found in a chest behind the inn in **Hotto**

Result	Stars	Ingredients
Bronze Armour	1	Copper Ore (x3), Flaxen Thread (x2), Warmaline

So You Want to Be a Witch

- On a bookshelf on the first floor of the **Gallopolis Inn**

Result	Stars	Ingredients
Lamp Post	1	Beast Bone, Lamplight
Wizard's Staff	1	Pink Pine, Warmaline, Lamplight
Tricky Turban	1	Cottontop (x2), Duneberry, Narspicious
Fizzle-Retardant Blouse	1	Cottontop, Narspicious, Oasis Water
Enchantress's Gloves	1	Cottontop, Duneberry, Butterfly Wing

Furry Finery

- Reward for completing **07 A Walk on the Wild Side**

Result	Stars	Ingredients
Fur Hood	1.5	Magic Beast Hide, Fine Fur
Fur Poncho	1.5	Magic Beast Hide (x2)

I Love Iron Armor

- Found in a chest on a small island in the northern part of central **Laguna di Gondolia**

Result	Stars	Ingredients
Iron Helmet	1	Iron Ore (x2), Glass Frit (x2)
Iron Cuirass	1	Iron Ore (x3), Glass Frit, Celestial Skein
Iron Armour	1	Iron Ore (x3), Glass Frit, Beast Bone

Filigree for Fun and Profit

- Found on bookshelf in the church in **Gondolia**

Result	Stars	Ingredients
Gold Platter	1	Gold Ore, Copper Ore
Gold Chain	1	Gold Ore (x2), Flaxen Thread
Gold Bracer	1	Gold Ore, Copper Ore

Smithing with Steel

- Found on a bookshelf inside **The Warrior's Rest Inn**

Result	Stars	Ingredients
Steel Broadsword	1.5	Silver Ore (x2), Iron Ore, Blue Eye
Soarin' Steel	1.5	Silver Ore (x2), Iron Ore (x2), Big Bone (x2)

Result	Stars	Ingredients
Steel Shield	1.5	Silver Ore (x2), Iron Ore, Glass Frit (x2)
Steel Helmet	1.5	Silver Ore (x3), Iron Ore (x2), Royal Soil (x2)
Full Plate Armour	1.5	Silver Ore (x3), Iron Ore, Tiny Tortoise Shell (x2)

Building Butterfly Bric-a-Brac

- On a bookshelf in the **Octagonia orphanage**

Result	Stars	Ingredients
Batterfly Knife	1.5	Silver Ore (x2), Coagulant, Butterfly Wing
Malleable Mask	1.5	Silver Ore (x2), Butterfly Wing (x2), Narspicious

Dress Like a Drasilian

- Found in a chest inside the **Ruins of Dundrasil**

Result	Stars	Ingredients
Drasilian Helm	2	Platinum Ore, Gold Ore, Glass Frit (x2)
Drasilian Armour	2	Platinum Ore (x2), Gold Ore (x2), Celestial Skein

The Dapper Chap

- Reward for completing **12 Skincare for the Fierce and Fabulous**

Result	Stars	Ingredients
Dapper Doublet	2	Silkblossom (x2), Magic Beast Hide, Green Eye
Natty Cravat	2	Silkblossom, Glimmergrass, Celestial Skein

Your Crafting Career Starts Here

- On bookshelf in house near restaurant in **Puerto Valor**

Result	Stars	Ingredients
Jolly Brolly	1.5	Witherwood (x2), Waveweed, Sparkly Sap
Coral Hairpin	1.5	Crimson Coral, Maiden's Favour
Utility Belt	1.5	Hardy Hide (x2), Celestial Skein, Grubby Bandage

All Things Nice

- Speak to the man wearing red clothing at the entrance of **Puerto Valor**

Result	Stars	Ingredients
Cute Cap	1.5	Faerie Fluff (x2), Cottontop
Bonny Band	1.5	Faerie Fluff (x2), Buzzberries
Pretty Pinny	1.5	Waveweed (x2), Faerie Fluff
Dainty Dress	1.5	Waveweed (x2), Crimson Coral

Down the Rabbithole

- Purchase from **Puerto Valor Casino** for 500 tokens

Result	Stars	Ingredients
Bunny Ears	1.5	Cottontop, Fine Fur
Bunny Suit	2	Narspicious, Butterfly Wing (x2), Green Eye
Fishnet Stockings	1	Faerie Fluff

Crafting Comforting Clothing

- Found in a chest on **Insula Incognita** (south of The Strand)

Result	Stars	Ingredients
Robe of Serenity	1.5	Faerie Fluff, Fresh Water, Purple Eye

Fine and Dandy Designs

- On a bookshelf in the Bibliotheque in **L'Academie de Notre Maitre des Medailles**

Result	Stars	Ingredients
Smart Suit	2	Glimmergrass (x3), Evencloth, Cherry Blossom Petal
Posh Waistcoat	2	Silkblossom (x2), Magic Beast Hide, Green Eye
Bling-Bling Belt	1	Magic Beast Hide (x2), Silver Ore, Sparkly Sap

Kit Fit for a King

- Reward for turning in 30 Mini Medals at **L'Academie de Notre Maitre des Medailles**

Result	Stars	Ingredients
Crown of Dundrasil	2	Gold Ore (x3), Platinum Ore, Red Eye
Drasilian Dress Coat	2	Silkblossom (x2), Magic Beast Hide, Green Eye

Knick-Knacks for Nifty Nickers

- In a chest behind the ruins in **Phnom Nonh**

Result	Stars	Ingredients
Bloodletter	2	Platinum Ore (x2), Dragon Horn, Red Eye
Swordbreaker	2	Silver Ore (x2), Gold Ore (x2), Twisted Talons (x2)
Thief's Turban	1.5	Evencloth, Narspicious, Pitch Pearl
Robber Gloves	1	Magic Beast Hide (x2), Slipweed, Kitty Litter
Gloomy Gloves	2	Magic Beast Hide, Evencloth

Secret of the Silversmiths

- In a chest behind the Magic Key door in **Phnom Nonh**

Result	Stars	Ingredients
Silver Tiara	2	Silver Ore (x2), Sparkly Sap
Silver Cuirass	2	Silver Ore (x2), Glass Frit (x2), Yellow Eye
Silver Mail	2	Silver Ore (x3), Royal Soil (x2), Yellow Eye

Making the Magic Happen

- In a chest behind the Magic Key door in **Gallopolis**

Result	Stars	Ingredients
Hocus Locus	2	Pink Pine (x2), Sparkly Sap (x2), Yellow Eye
Hocus Hat	2	Faerie Fluff (x2), Toad Oil (x2), Snakeskin
Fizzle-Retardant Suit	2	Silkblossom (x2), Oasis Water, Belle Cap

Classy Clobber for Kingly Kids

- In a chest behind the Magic Key door at the **Zwaardsrust Ruins**

Result	Stars	Ingredients
Prince's Pea Coat	2	Silkblossom (x3), Enchanted Stone, Blue Eye
Princess's Robe	2	Silkblossom (x3), Enchanted Stone, Red Eye

Platinum Protection

- In a chest inside of the **Hekswood**

Result	Stars	Ingredients
Platinum Platter	2	Platinum Ore, Glass Frit
Platinum Shield	2	Platinum Ore (x2), Permasnow (x2), Green Eye

Favourite Fashions of the Masters of Magic

- Found on a bookshelf on the third floor of the **Royal Library**

Result	Stars	Ingredients
Witch's Hat	2	Evencloth, Wing of Bat, Celestial Skein
Witch's Robe	2	Narspicious (x2), Wing of Bat (x2), Belle Cap (x2)
Wizard's Robe	2	Narspicious (x2), Wing of Bat (x2), Green Eye (x2)

That's Magic

- Reward for completing **23 A Cold Crush**

Result	Stars	Ingredients
Magic Shield	2	Platinum Ore, Spellbound Bough, Blue Eye
Magic Armour	2	Platinum Ore (x2), Spellbound Bough (x2), Blue Eye (x2)
Magic Vestment	2	Water Sedge (x3), Royal Soil (x3), Purple Eye

Note

The following recipes are found in the second portion of the page, which extends up to and including the Fortress of Fear.

A Recipe Book of Regal Regalia

- On a bookshelf in King's Bedchamber on middle floor of **Heliodor Castle**

Result	Stars	Ingredients
King Axe	2	Gold Ore (x3), Enchanted Stone (x3), Beast Bone (x2)
King's Coat	2.5	Silkblossom (x3), Ethereal Stone, Savvy Sapphire
Queen's Robe	2.5	Silkblossom (x3), Ethereal Stone, Royal Ruby

More Dragony Designs

- Found on **Mount Pang Lai - Slopes**, in a chest on a ledge just past the bridge

Result	Stars	Ingredients
Dragonsbane	2.5	Mythril Ore (x2), Dragon Horn (x2), Red Eye (x2)
Wyrmfang	2.5	Mythril Ore (x3), Dragon Hide (x2), Dragon Horn (x2)
Dragon Shield	2	Mythril Ore (x2), Dragon Horn, Yellow Eye
Dragon Mail	2	Mythril Ore (x3), Dragon Hide (x2), Red Eye (x2)

The Mothmask Prophecies

- Purchase from **Puerto Valor Casino** for 1,000 Tokens during second part of game

Result	Stars	Ingredients
Dread Dagger	2.5	Platinum Ore (x2), Coagulant (x2), Evencloth
Papillon Mask	2.5	Mythril Ore (x2), Butterfly Wing, Coagulant, Narspicious (x2)

Glam Gear for Go-Getters

- Reward for completing **Quest 28 Madame Labouche's Life Lesson**

Result	Stars	Ingredients
Tiara Tremenda	3	Gold Ore (x2), Royal Ruby, Belle Cap (x2), Love Potion (x3)
Glad Rags	3.5	Slipweed (x2), Royal Ruby (x2), Lambswool (x2), Love Potion (x3)

Platinum Plating

- On a bookshelf in Don Rodrigo's room in **Puerto Valor**

Result	Stars	Ingredients
Platinum Headgear	2.5	Platinum Ore (x2), Magic Beast Horn, Maiden's Favour (x2)
Platinum Mail	2.5	Platinum Ore (x3), Sunny Citrine, Maiden's Favour (x2)

Your Very Own Aegis of Illusion

- Purchase from **Octagonia casino** for 5,000 Tokens

Result	Stars	Ingredients
Ethereal Shield	3	Brighten Rock (x3), Mirrorstone (x2), Ethereal Stone, Royal Soil (x2)

Gear That Glitters

- Reward for completing **Quest 29 A Delayed Diploma**

Result	Stars	Ingredients
Twinkling Tuxedo	2.5	Glimmergrass (x2), Silkblossom (x2), Brighten Rock (x2), Sparkly Sap (x2)
Shimmering Dress	2.5	Glimmergrass (x2), Pink Pearl (x2), Brighten Rock (x2), Sparkly Sap (x2)

Gilt Gear

- In a chest on Level 2 of the **Gyldenhal**

Result	Stars	Ingredients
Gold Circlet	2.5	Gold Ore (x2), Red Eye, Gold Nuglet

Fine Fashions for Philosophers

- Reward for completing **Quest 41 A Ballad of Bravery**

Result	Stars	Ingredients
Sage's Staff	2.5	Fatalistick (x2), Thinkincense (x3), Fresh Water (x3), Yellow Eye (x3)
Scholar's Cap	2.5	Glimmergrass (x3), Blue Eye, Celestial Skein (x2)
Thinking Cap	2.5	Gold Ore (x3), Platinum Ore (x2), Equable Emerald (x2), Thinkincense (x2)
Guru's Gloves	2.5	Dragon Hide (x2), Thinkincense, Sage's Elixir

Making the Most of Mythril

- Reward for completing **Quest 44 The Search for the Sage's Stone**

Result	Stars	Ingredients
Fizzle Foil	2.5	Mythril Ore (x2), Narspicious (x2), Fatalistick (x2), Red Eye (x2)
Mythril Helm	2.5	Mythril Ore (x2), Dragon Horn (x2), Glass Frit (x2), Yellow Eye
Dancer's Mail	2.5	Mythril Ore (x3), Slipweed (x2), Buzzberries (x2)

An Album of Imperial Attire

- In a chest at the **Sniflheim Whale Way Station**

Result	Stars	Ingredients
Emperor's Attire	3	Silkblossom (x3), Ethereal Stone (x2), Savvy Sapphire (x2), Colourful Cocoon (x2)
Empress's Robe	3	Silkblossom (x3), Ethereal Stone (x2), Royal Ruby (x2), Colourful Cocoon (x2)

An Encyclopaedia of Expert Equipment

- In a chest on B3 of **The Battleground**

Result	Stars	Ingredients
Ogre Shield	3	Densinium (x3), Magic Beast Hide (x2), Equable Emerald, Purple Eye (x2)
Brigand's Mitts	3	Magic Beast Hide (x2), Lambswool, Big Bone
Titan Belt	3	Finessence (x2), Dragon Horn, Dragon Hide

Sacred Styles for Saintly Ladies

- In a chest on B9 of **The Battleground**

Result	Stars	Ingredients
Goddess's Tiara	Molten Globules, Savvy Sapphire (x2), Brighten Rock (x2), Sparkly Sap	
Saintess Dress	3.5	Colourful Cocoon (x2), Pale Pearl (x3), Mirrorstone (x2), Sainted Soma

Things to Do with Metal Goo

- Reward for completing **Quest 43 A Long-Lost Literary Love**

Result	Stars	Ingredients
Metal Goomerang	3	Molten Globules, Slimedrop, Spellbound Bough (x2), Toad Oil (x2)
Metal Gooreatsword	3	Molten Globules, Slimedrop, Maiden's Favour (x2), Densinium
Metal Slime Armour	3	Molten Globules, Slimedrop, Densinium (x2), Large Scale (x2)
Metal Slime Helm	3	Molten Globules, Slimedrop, Mythril Ore (x2), Mirrorstone (x2)
Metal Slime Shield	3	Molten Globules, Slimedrop, Big Bone (x2), Sun-Bleached Seashell (x2)
Metal Slime Spear	3	Molten Globules, Slimedrop, Glass Frit (x2), Twisted Talons (x2)
Metal Slime Sword	3	Molten Globiles, Slimedrop, Dragon Horn (x2), Big Bone (x2)

Pride of the Valkyries

- Chest on Level 1 of the **Fortress of Fear**

Result	Stars	Ingredients
Warrior Princess's Headdress	3	Gold Bar, Savvy Sapphire (x2), Brighten Rock (x2), Glass Frit (x2)
Warrior Princess's Dress	3.5	Technicolour Dreamcloth, Artful Amethyst (x2), Slipweed (x3), Sainted Soma

General Directives

- Chest on Level 3 of the **Fortress of Fear**

Result	Stars	Ingredients
General’s Jacket	3.5	Technicolour Dreamcloth (x2), Evencloth (x2), Pitch Pearl (x2), Finessence
General’s Jackboots	3.5	Dragon Hide (x2), Gold Nuglet, Saint’s Ashes, Evencloth (x2)

In Fine Fettle with Liquid Metal

- Chest on Level 3 (exterior) of the **Fortress of Fear**

Result	Stars	Ingredients
Liquid Metal Armour	3.5	Molten Globules, Goobricant, Dragon Horn (x2), Platinum Ore (x2)
Liquid Metal Goomerang	3.5	Molten Globules, Goobricant, Wyrmwood (x2), Densinium (x2)
Liquid Metal Gooreatsword	3.5	Molten Globules, Goobricant, Densinium (x2), Lamplight (x2)
Liquid Metal Helm	3.5	Molten Globules, Goobricant, Dracolyte (x2), Lucida Shard (x2)
Liquid Metal Jacket	3.5	Molten Globules, Goobricant, Dragon Hide (x2), Colourful Cocoon (x2)
Liquid Metal Shield	3.5	Molten Globules, Goobricant, Gold Nuglet (x2), Densinium (x2)
Liquid Metal Spear	3.5	Molten Globules, Goobricant, Wyrmwood (x2), Gold Nuglet (x2)
Liquid Metal Sword	3.5	Molten Globules, Goobricant, Dragon Horn (x2), Lamplight (x2)

Note

The following recipes are all gotten from the final part of the game.

King of the Swindlers

- Behind an Ultimate Key door in the **Heliodor Dungeons**

Result	Stars	Ingredients
Swindler King’s Scarf	4	Technicolour Dreamcloth (x2), Gold Nuglet, Royal Ruby (x2), Slipweed (x2)
Swindler King’s Stole	4	Technicolour Dreamcloth (x3), Mythril Ore (x2), Savvy Sapphire (x2), Slipweed (x2)

Field Manual

- Behind an Ultimate Key door in **The Cryptic Crypt**

Result	Stars	Ingredients
Field Marshal's Finery	4	Serpent Skin (x2), Wing of Bat (x2), Night Stick (x2), Finessence (x2)
Field Marshal's Footwear	4	Serpent Skin (x2), Gold Nuglet (x2), Sainted Soma, Grubby Bandage (x2)

Gifts from the Goddess

- Behind the Ultimate Key door on **Insula Incognita**

Result	Stars	Ingredients
Sacred Circlet	4	Slime Crown, Savvy Sapphire (x2), Brighten Rock (x3), Sainted Soma
Sacred Raiment	4	Technicolour Dreamcloth (x2), Pale Pearl (x3), Cumulonimbough (x2), Mirrorstone

Sizzling Styles

- Behind the Ultimate Key door on **The Hotto Steppe - Northern Whale Way Station**

Result	Stars	Ingredients
Banefire Boomerang	4	Lava Lump (x3), Lamplight (x3), Royal Ruby, Densinium
Combusticlaws	4	Lava Lump (x2), Warmaline (x3), Rockbomb Shard (x3), Royal Ruby
Crimson Robe	4	Laval Lump (x3), Fire Wood (x3), Magic Water (x2), Royal Ruby
Flame Tang	4	Lava Lump (x2), Crimson Coral (x3), Royal Ruby, Densinium (x2)
Inferno Blade	4	Lava Lump (x2), Rockbomb Shard (x2), Royal Ruby, Densinium (x2)

Styles for All Seasons

- Reward for turning in 80 Mini Medals

Result	Stars	Ingredients
Autumn Shower Hat	4.5	Colourful Cocoon (x2), Chronocrystal, Sunny Citrine, Faerie Fluff (x3), Cumulonimbough (x2)
Spring Breeze Hat	4.5	Colourful Cocoon (x2), Chronocrystal, Equable Emerald, Faerie Fluff (x3), Cherry Blossom Petal (x2)
Summer Cloud Hat	4.5	Colourful Cocoon (x2), Chronocrystal, Savvy Sapphire, Faerie Fluff (x3), Waveweed (x2)
Winter Sky Hat	4.5	Colourful Cocoon (x2), Chronocrystal, Artful Amethyst, Faerie Fluff (x3), Permasnow (x2)

Glammer Gear for Go-Getters

- Reward for turning in 90 Mini Medals

Result	Stars	Ingredients
Tiara Tremendisima	5	Gold Bar (x2), Spectralite, Lucida Shard (x2), Crimsonite, Love Potion (x3)
Gladder Rags	5	Narspicious (x3), Serpent Skin (x2), Kaleidocloth (x2), Cherry Blossom Petal (x2), Love Potion (x3)

Dress to Impress

- Speak to Golden Boy in **Octagonia** after completing the event there in Act 3; He is on the stage in casino area, dancing

Result	Stars	Ingredients
Dashing Doublet	4	Technicolour Dreamcloth (x2), Serpent Skin (x2), Equable Emerald (x2), Spectralite
Suave Scarf	4	Colourful Cocoon (x2), Buzzberries (x2), Royal Ruby (x2), Sparkly Sap (x2)

The Way of the War Goddess

- In a chest behind the Ultimate Key door on B9 of **The Battleground**

Result	Stars	Ingredients
Minerva's Tiara	4	Orichalcum, Savvy Sapphire (x2), Brighten Rock (x3), Sainted Soma
Minerva's Raiment	4	Colourful Cocoon (x2), Artful Amethyst (x2), Slipweed (x3), Sainted Soma

What a Wonderful World Tree

- In a chest in **The Sage's Trial - The Fierce Forest**

Result	Stars	Ingredients
Yggdrasil Crown	4	Slime Crown, Royal Ruby, Gold Nuglet (x2), Yggdrasil Leaf
Yggdrasil Dress Coat	4	Silkblossom (x4), Gold Bar, Glimmergrass (x2), Royal Ruby

The Fandom of the Opera

- In a chest in **The Sage's Trial - The Fierce Forest**

Result	Stars	Ingredients
Phantom Mask	4	Platinum Ore (x2), Butterfly Wing (x2), Evencloth (x3), Slipweed (x3), Spectralite
Dark Robe	4.5	Faerie Fluff (x3), Lambswool (x3), Evencloth (x3), Slipweed (x3), Black Tear
Murky Mittens	4	Magic Beast Hide (x2), Evencloth (x3), Sunny Citrine, Night Stick (x3), Softwort

Eternal Elegance

- In a chest in **The Sage's Trial - Hoarder's Keep**

Result	Stars	Ingredients
Crown of Eternity	5	Kaleidocloth, Cumulonimbough (x2), Permasnow (x2), Chronocrystal (x2)
Gown of Eternity	5	Kaleidocloth (x2), Cumulonimbough (x2), Red Wood (x2), Pale Pearl (x3), Chronocrystal (x2)

Making Things with Metal Kings

- Reward for turning in 110 Mini Medals

Result	Stars	Ingredients
Metal King Goomerang	5	Molten Globules, Slime Crown, Uber Agate of Evolution, Dracolyte (x2)
Metal King Gooreatsword	5	Molten Globules, Slime Crown
Metal King Shield	5	Molten Globules, Slime Crown, Cumulonimbough, Gold Nuglet (x2)
Metal King Spear	5	Molten Globules, Slime Crown, Densinium, Red Wood (x2)
Metal King Sword	5	Molten Globules, Slime Crown, Serpent Bone, Lamplight (x2)

Ye Manifold Methods of Mighty Drustan

- In a chest on Level 1 of **The Luminary's Trial - Citadel of Spite**

Result	Stars	Ingredients
Exotoga	5	Kaleidocloth, Agate of Evolution (x2), Savvy Sapphire (x3), Thinkincense (x3), Celestial Skein (x3)
Sacred Spear	5	Mythril Ore (x3), Brighten Rock (x2), Spectralite, Sainted Soma, Saint's Ashes
Seraph's Robe	5	Kaleidocloth, Faerie Fluff (x3), Dieamend (x3), Sunny Citrine (x2), Sainted Soma (x2)
Soul Sucker	5	Orichalcum (x2), Crimsonite, Uber Agate of Evolution, Snakeskin (x3), Chronocrystal (x2)
Sword of Judgment	5	Densinium (x2), Angel Bell (x3), Kaleidocloth (x2), Sainted Soma, Saint's Ashes

Some Reflections on Protection

- Reward for completing the **Second Trial of the Wheel of Harma**

Result	Stars	Ingredients
Enchanted Shield	2.5	Platinum Ore (x2), Royal Soil (x3), Enchanted Stone

Corking Kit for Kings

- Reward for completing the Third Trial of the Wheel of Harma

Result	Stars	Ingredients
Sun Crown	3	Slime Crown, Fire Ball, Equable Emerald, Colourful Cocoon
Pallium Regale	3.5	Technicolour Dreamcloth (x2), Fire Ball, Royal Ruby (x2), Equable Emerald

Shine on Xenlon

- Reward for completing the Fourth Trial of the Wheel of Harma in 20 turns or less

Result	Stars	Ingredients
Xenlon Hair Ring	5	Gold Bar (x2), Spectralite, Crimsonite, Serpent's Soul, Saint's Ashes (x2)
Xenlon Gown	5	Serpent Skin (x3), Kaleidocloth (x2), Finessence (x3), Serpent's Soul, Saint's Ashes (x2)

A Guide to Godly Getup

- Reward for completing the Final Trial of the Wheel of Harma in 40 turns or less

Result	Stars	Ingredients
Apollo's Crown	5	Slime Crown, Fire Ball (x2), Spectralite, Technicolour Dreamcloth, Crimsonite
Potentate's Pallium	5	Kaleidocloth (x3), Spectralite, Uber Agate of Evolution, Serpent's Skin (x2), Dieamend

The Stuff of Legend

- Reward for placing first in the Black Cup race in Gallopolis on Easy (this unlocks via wish from Drustan Trials)

Result	Stars	Ingredients
Heavenly Helm	4	Dracolyte (x3), Thinkincense (x3), Artful Amethyst (x2), Crimsonite, Saint's Ashes
Legendary Armour	4	Dracolyte (x3), Angel Bell (x3), Royal Ruby (x2), Crimsonite, Sainted Soma (x2)

Recipe Books - Accessories

You will find the locations of all Recipe Books that contain accessories on this page. They are listed in the order in which you will probably find them during the main story.

Twenty-Four Carats of Class

- Automatically obtained for accepting **05 Put a Ring on It**

Result	Stars	Ingredients
Gold Ring	1	Gold Ore (x2)

So You Want to Be a Witch

- On a bookshelf on the first floor of the **Gallopolis Inn**

Result	Stars	Ingredients
Lamp Post	1	Beast Bone, Lamplight
Wizard’s Staff	1	Pink Pine, Warmaline, Lamplight
Tricky Turban	1	Cottontop (x2), Duneberry, Narspicious
Fizzle-Retardant Blouse	1	Cottontop, Narspicious, Oasis Water
Enchantress’s Gloves	1	Cottontop, Duneberry, Butterfly Wing

Filigree for Fun and Profit

- Found on bookshelf in the church in **Gondolia**

Result	Stars	Ingredients
Gold Platter	1	Gold Ore, Copper Ore
Gold Chain	1	Gold Ore (x2), Flaxen Thread
Gold Bracer	1	Gold Ore, Copper Ore

Rings Around the World

- Found in a chest on **Insula Australis**

Result	Stars	Ingredients
Strength Ring	1.5	Gold Ore (x2), Red Eye, Finessence

Result	Stars	Ingredients
Agility Ring	1.5	Gold Ore (x2), Green Eye, Flurry Feather
Prayer Ring	1.5	Gold Ore (x2), Blue Eye, Magic Water

The Dapper Chap

- Reward for completing **12 Skincare for the Fierce and Fabulous**

Result	Stars	Ingredients
Dapper Doublet	2	Silkblossom (x2), Magic Beast Hide, Green Eye
Natty Cravat	2	Silkblossom, Glimmergrass, Celestial Skein

Your Crafting Career Starts Here

- On bookshelf in house near restaurant in **Puerto Valor**

Result	Stars	Ingredients
Jolly Brolly	1.5	Witherwood (x2), Waveweed, Sparkly Sap
Coral Hairpin	1.5	Crimson Coral, Maiden’s Favour
Utility Belt	1.5	Hardy Hide (x2), Celestial Skein, Grubby Bandage

Down the Rabbithole

- Purchase from **Puerto Valor Casino** for 500 tokens

Result	Stars	Ingredients
Bunny Ears	1.5	Cottontop, Fine Fur
Bunny Suit	2	Narspicious, Butterfly Wing (x2), Green Eye
Fishnet Stockings	1	Faerie Fluff

My First Pearly Pieces

- On a bookshelf in the armor shop in **Lonalulu**

Result	Stars	Ingredients
Pink Pearl Ring	1.5	Silver Ore, Pink Pearl
Rosary	1.5	Pale Pearl, Fresh Water (x3), Thinkincense

Next-Level Neckwear

- On a bookshelf in the Bibliotheque in **L’Academie de Notre Maitre des Medailles**

Result	Stars	Ingredients
Care Riviere	1.5	Silver Ore, Belle Cap, Pitch Pearl
Choker of Riddance	1.5	Magic Beast Hide, Holy Water, Red Eye
Dogged Collar	1.5	Dragon Hide, Finessence, Blue Eye
Full Moon Collar	1.5	Magic Beast Hide, Moonwort Bulb, Yellow Eye
Necklace of Immunity	1.5	Gold Ore, Antidotal Herb, Purple Eye
Papillon Pendant	1.5	Gold Ore (x2), Faerie Fluff, Enchanted Stone
Protective Pendant	1.5	Mirrorstone, Buzzberries, Purple Eye
Rousing Rose Collar	1.5	Copper Ore (x2), Wakerobin, Red Eye
Star of Clarity	1.5	Silver Ore, Angel Bell, Lucida Shard
Torc of Truth	1.5	Silver Ore, Fresh Water, Purple Eye

Fine and Dandy Designs

- On a bookshelf in the Bibliotheque in **L'Academie de Notre Maitre des Medailles**

Result	Stars	Ingredients
Smart Suit	2	Glimmergrass (x3), Evencloth, Cherry Blossom Petal
Posh Waistcoat	2	Silkblossom (x2), Magic Beast Hide, Green Eye
Bling-Bling Belt	1	Magic Beast Hide (x2), Silver Ore, Sparkly Sap

Knick-Knacks for Nifty Nickers

- In a chest behind the ruins in **Phnom Nonh**

Result	Stars	Ingredients
Bloodletter	2	Platinum Ore (x2), Dragon Horn, Red Eye
Swordbreaker	2	Silver Ore (x2), Gold Ore (x2), Twisted Talons (x2)
Thief's Turban	1.5	Evencloth, Narspicious, Pitch Pearl
Robber Gloves	1	Magic Beast Hide (x2), Slipweed, Kitty Litter
Gloomy Gloves	2	Magic Beast Hide, Evencloth

Divine Designs

- In a chest behind the Magic Key door in **Gondolia**

Result	Stars	Ingredients
Seraphic Sceptre	2	Pink Pine (x2), Angel Bell (x3), Yellow Eye
Angel's Sandals	2	Celestial Skein (x2), Angel Bell (x3), Flurry Feather (x2)

An Anthology of Elemental Earrings

- Found on a bookshelf on the third floor of the **Royal Library**

Result	Stars	Ingredients
Aerofoil Earrings	2	Platinum Ore, Green Eye
Anti-Freeze Earrings	2	Platinum Ore, Blue Eye
Asbestos Earrings	2	Platinum Ore, Red Eye
Concrete Earrings	2	Platinum Ore, Yellow Eye
Mirror Earrings	2	Platinum Ore, Lucida Shard
Rubber Earrings	2	Platinum Ore, Purple Eye

Note

The following recipes are found in the second portion of the page, which extends up to and including the Fortress of Fear.

The Devil's in the Details

- Found on a bookshelf in Jasper's Quarters on the bottom floor of **Heliodor Castle**

Result	Stars	Ingredients
Demonsbane	2	Platinum Ore (x3), Saint's Ashes (x2)
Demon Spear	2.5	Platinum Ore (x2), Fatalistick (x2), Blue Eye
Demon's Whip	2	Platinum Ore (x2), Grubby Bandage (x3), Purple Eye (x2)
Devil's Tail	2	Grubby Bandage, Fatalistick (x2)

Little Lifesavers

- In a chest in the Queen's Bedchamber on the middle floor of **Heliodor Castle**

Result	Stars	Ingredients
Care Ring	2	Gold Ore (x2), Blue Eye, Fresh Water
Full Moon Ring	2	Platinum Ore (x2), Lunaria (x3), Coagulant
Ring of Clarity	2	Silver Ore (x2), Angel Bell (x3), Mystifying Mixture
Ring of Immunity	2	Snakeskine (x2), Special Antidote (x3), Coagulant (x3)
Ring of Riddance	2	Silver Ore (x2), Red Eye, Holy Water
Ring of Truth	2	Silver Ore (x2), Panacea (x3), Kitty Litter
Rousing Ring	2	Gold Ore (x2), Wakerobin (x3), Sleeping Hibiscus

Result	Stars	Ingredients
Sorcerer’s Ring	2	Gold Ore (x2), Saint’s Ashes
Sorcerer’s Stone	2	Gold Ore (x2), Sparkly Sap, Equable Emerald

Footwear of the Rich and Famous

- In a chest on **Cobblestone Tor**; At end of path that was previously flooded

Result	Stars	Ingredients
Archangel’s Boots	3	Lambswool (x3), Sainted Soma, Flurry Feather (x2)
Caligae of Clarity	3	Magic Beast Hide (x3), Chronocrystal, Dieamend (x3)
Springheal Boots	3	Densinium (x3), Sainted Soma, Dieamend (x3)

Fine Fashions for Philosophers

- Reward for completing **Quest 41 A Ballad of Bravery**

Result	Stars	Ingredients
Sage’s Staff	2.5	Fatalistick (x2), Thinkincense (x3), Fresh Water (x3), Yellow Eye (x3)
Scholar’s Cap	2.5	Glimmergrass (x3), Blue Eye, Celestial Skein (x2)
Thinking Cap	2.5	Gold Ore (x3), Platinum Ore (x2), Equable Emerald (x2), Thinkincense (x2)
Guru’s Gloves	2.5	Dragon Hide (x2), Thinkincense, Sage’s Elixir

An Earring for Every Element

- In a chest at the **Champs Sauvage Whale Way Station**

Result	Stars	Ingredients
All-Weather Earrings	3	Gold Nuglet, Savvy Sapphire, Equable Emerald, Glass Frit
Blackout Earrings	3	Gold Nuglet, Artful Amethyst, Lucida Shard, Glass Frit
Cinderblock Earrings	3	Gold Nuglet, Royal Ruby, Sunny Citrine, Glass Frit

An Encyclopaedia of Expert Equipment

- In a chest on B3 of **The Battleground**

Result	Stars	Ingredients
Ogre Shield	3	Densinium (x3), Magic Beast Hide (x2), Equable Emerald, Purple Eye (x2)
Brigand’s Mitts	3	Magic Beast Hide (x2), Lambswool, Big Bone
Titan Belt	3	Finessence (x2), Dragon Horn, Dragon Hide

Brace Yourself

- In a chest on B6 of **The Battleground**

Result	Stars	Ingredients
Life Bracer	3	Gold Nuglet (x2), Dieamend (x2), Superior Medicine (x3)
Mighty Armlet	3	Mythril Ore (x2), Royal Ruby (x2), Finessence (x2)
Brainy Bracer	3	Platinum Ore (x2), Savvy Sapphire (x2), Ethereal Stone, Royal Soil
Spirit Bracer	3	Mythril Ore (x2), Savvy Sapphire (x2), Magic Water (x2), Faerie Fluff (x2)
Wristorative	3	Gold Nuglet (x2), Dracolyte (x2), Superior Medicine (x3)

General Directives

- Chest on Level 3 of the **Fortress of Fear**

Result	Stars	Ingredients
General's Jacket	3.5	Technicolour Dreamcloth (x2), Evencloth (x2), Pitch Pearl (x2), Finessence
General's Jackboots	3.5	Dragon Hide (x2), Gold Nuglet, Saint's Ashes, Evencloth (x2)

Note

The following recipes are all gotten from the final part of the game.

Good Godly Gear

- In a chest in the northwest corner of the outside of the **Tower of Lost Time**

Result	Stars	Ingredients
Sacrosanct Staff	3	Avabranche (x3), Sainted Soma, Royal Soil (x3), Sparkly Sap (x2)
Venus' Tear	3	Savvy Sapphire (x2), Glass Frit (x3), Pitch Pearl, Rippledrops (x2)

Field Manual

- Behind an Ultimate Key door in **The Cryptic Crypt**

Result	Stars	Ingredients
Field Marshal's Finery	4	Serpent Skin (x2), Wing of Bat (x2), Night Stick (x2), Finessence (x2)
Field Marshal's Footwear	4	Serpent Skin (x2), Gold Nuglet (x2), Sainted Soma, Grubby Bandage (x2)

Circles of Life

- Behind the Ultimate Key door on **Insula Orientalis**

Result	Stars	Ingredients
Life Ring	4	Mythril Ore (x2), Dieamend (x3), Pink Pearl, Sainted Soma
Skull Ring	4	Mythril Ore (x2), Night Stick (x2), Extra Mural (x2), Serpent's Soul

Sage Advice

- Behind the Ultimate Key door on **Sniflheim - Whale Way Station**

Result	Stars	Ingredients
Supreme Sage's Staff	4	Wyrmwood (x3), Spellbound Bough (x2), Sage's Elixir, Thinkincense (x2)
Scholar's Specs	4	Gold Ore (x2), Thinkincense (x3), Glass Frit (x2), Mirrorstone
Minister's Mitts	4	Thinkincense (x3), Serpent Skin (x2), Sage's Elixir, Fine Fur (x2)
Ruby of Protection	4	Artful Amethyst (x2), Serpent Skin, Large Scale (x2), Pale Pearl

Upper-Class Accessories

- In a chest on **First Forest Whale Way Station**

Result	Stars	Ingredients
Monarch's Mittens	4.5	Silkblossom (x3), Narspicious (x2), Lambswool (x2), Pale Pearl (x2)
Elfin Charm	5	Orichalcum (x2), Dieamend (x3), Holy Water (x3), Elfin Elixir

Dress to Impress

- Speak to Golden Boy in **Octagonia** after completing the event there in Act 3; He is on the stage in casino area, dancing

Result	Stars	Ingredients
Dashing Doublet	4	Technicolour Dreamcloth (x2), Serpent Skin (x2), Equable Emerald (x2), Spectralite
Suave Scarf	4	Colourful Cocoon (x2), Buzzberries (x2), Royal Ruby (x2), Sparkly Sap (x2)

Badges of Honour

- Behind the Ultimate Key door in the lower level of **Sniflheim Castle**

Result	Stars	Ingredients
Sovereign Seal	4	Gold Nuglet (x2), Sun-Bleached Seashell (x2), Artful Amethyst (x2)
Monarchic Mark	4	Gold Nuglet (x2), Pale Pearl (x2), Savvy Sapphire (x2)

Kings of the Rings

- In a chest in **The Disciple's Trial - The Cruel Crypt**

Result	Stars	Ingredients
Catholicon Ring	5	Gold Bar, Perfect Panacea (x3), Royal Ruby (x3), Red Wood (x3)
Goddess Ring	5	Dracolyte (x2), Sainted Soma, Dieamend (x3), Spectralite

The Fandom of the Opera

- In a chest in **The Sage's Trial - The Fierce Forest**

Result	Stars	Ingredients
Phantom Mask	4	Platinum Ore (x2), Butterfly Wing (x2), Evencloth (x3), Slipweed (x3), Spectralite
Dark Robe	4.5	Faerie Fluff (x3), Lambswool (x3), Evencloth (x3), Slipweed (x3), Black Tear
Murky Mittens	4	Magic Beast Hide (x2), Evencloth (x3), Sunny Citrine, Night Stick (x3), Softwort

Get Your Drag On

- Reward for completing the **Fourth Trial of the Wheel of Harma** in 25 turns or less

Result	Stars	Ingredients
Earthwyrm's Eye	4	Serpent's Soul, Saint's Ashes, Dracolyte
Lucky Dragon's Wing	3	Dracolyte (x2), Saint's Ashes, Serpent Skin (x2), Serpent Bone (x2)

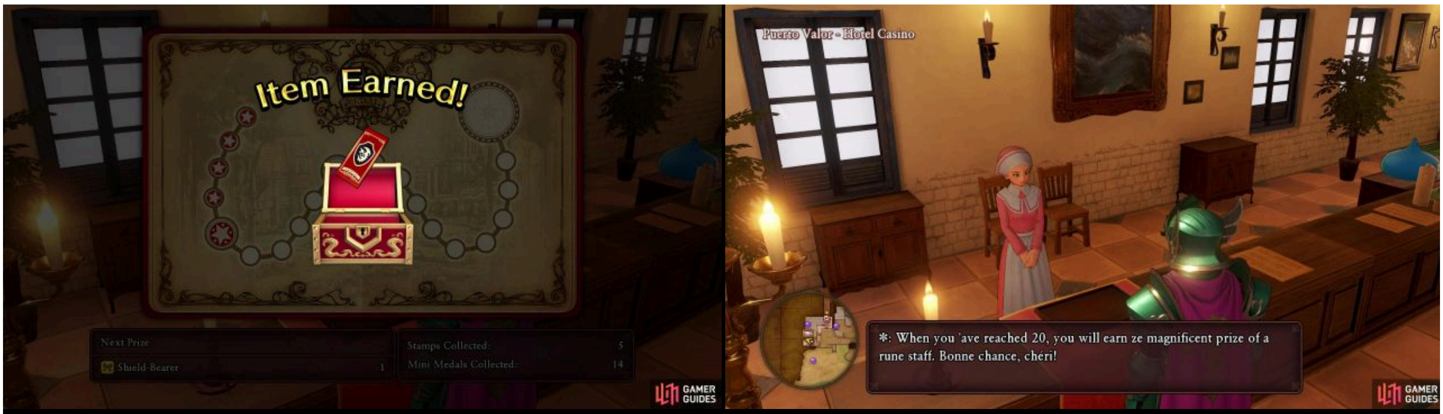
Orichalcum: Ore Blimey

- Reward for completing the **Final Trial of the Wheel of Harma**

Result	Stars	Ingredients
Legate's Blade	4	Densinium (x2), Orichalcum, Goobricant (x3), Black Tear
Orichalcum Claws	4	Orichalcum (x2), Lamplight (x3), Crimsonite (x2), Serpent Bone
Meteorite Bracer	5	Lucida Shard (x3), Orichalcum, Slipweed (x3), Savvy Sapphire (x4), Gold Bar

What are Mini Medals?

Mini Medals have been a staple of the Dragon Quest series, ever since their introduction in the original Dragon Quest/Warrior IV, on the NES. They are basically a collectible and upon finding the correct NPC, you are able to hand in Mini Medals for prizes. In Dragon Quest XI, you will be finding Mini Medals all throughout your journey, usually in chests, in breakable objects, and as well as rewards from quests. In previous games, you just handed over the Mini Medals for the prizes, but in this one, you get stamps on cards according to how many you have.



*: When you 'ave reached 20, you will earn ze magnificent prize of a rune staff. Bonne chance, cheri!

As you hand in Mini Medals, you will receive rewards (left), You can first hand in some Mini Medals in Puerto Valor (right)

There are two spots where you can hand in Mini Medals, although one is limited, with both of them requiring you to have access to a boat. The first spot is in Puerto Valor, although you are restricted to a single page for the Album de Medailles. That means any more Mini Medals beyond that number has to wait until you can access L'Academie de Notre Maitre des Medailles. It is here that the principal of the school will allow you to hand in all of the Mini Medals you currently have, as well as those you find in the future.

Rewards

The following table lists all of the rewards you will receive for turning in your Mini Medals.

Stamps	Reward
5	Shield-Bearer (accessory)
10	Hermes' Hat
20	Rune Staff
25	Uniforme de l'Academie
30	Kit Fit for a King (Recipe)

Stamps	Reward
35	Falcon Blade
45	Agility Gilet
50	Glombolero
55	Spiked Armour
60	Miracle Sword
65	Deft Dagger
75	Circle of Serendipity
80	Styles for All Seasons (Recipe)
90	Glammer Gear for Go-Getters (Recipe)
100	Erdwin's Shield
110	Making Things with Metal Kings (Recipe)

Once you receive all of the above rewards, the principal will open up a little shop, of sorts. Any excess Mini Medals can be used to purchase the following items:

Medals Needed	Item
1	Saint's Ashes
2	Chronocrystal
3	Elfin Elixir
3	Serpent's Soul
3	Spectralite
5	Uber Agate of Evolution
10	Pep Pip

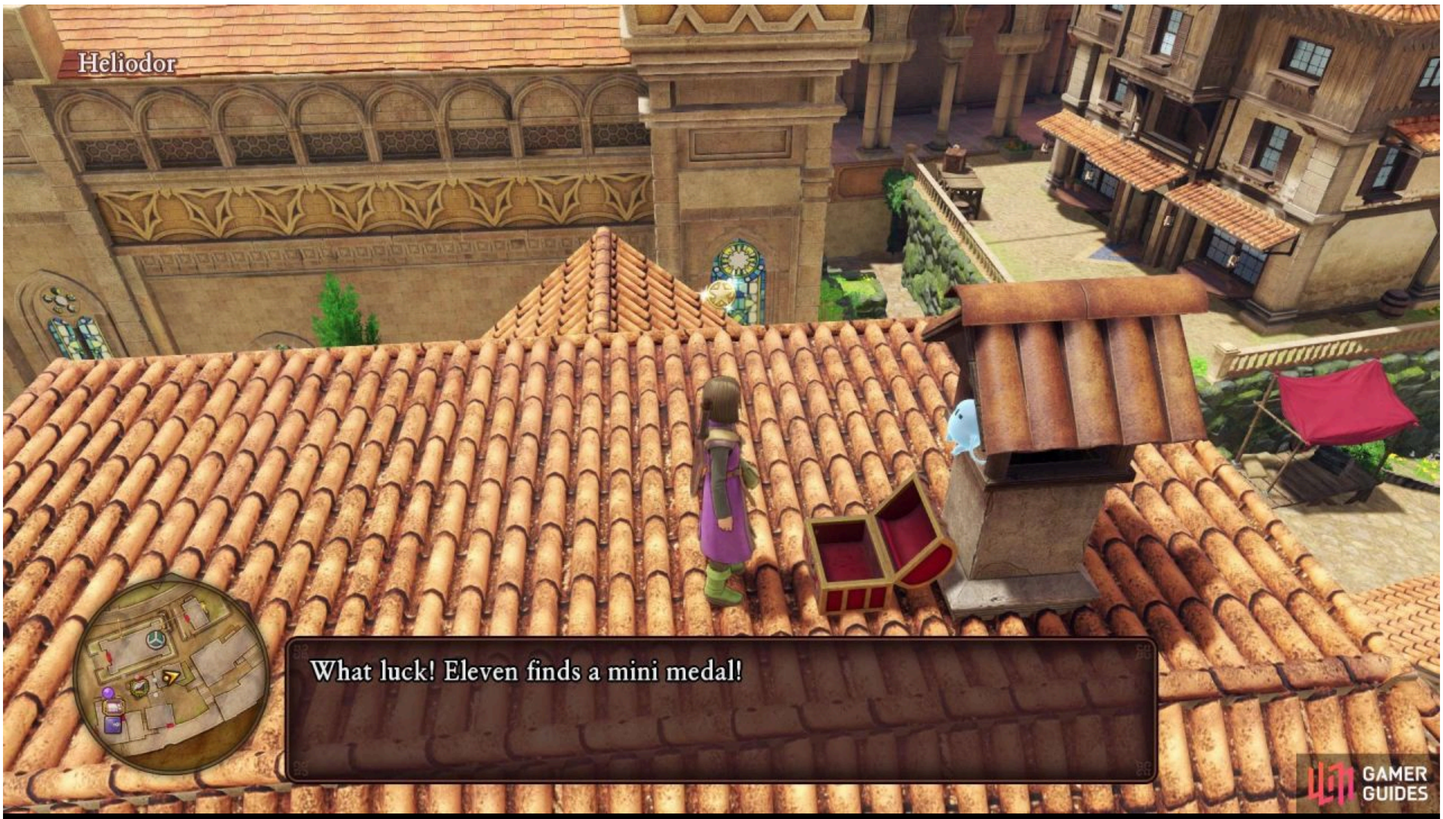
Mini Medals Locations (1)

:::note:
All of the Mini Medal locations below will be listed according to how you should probably find them in the main game.
:::

(Mini Medal #1) In a chest located on the roof of the item shop in Heliodor. You can reach the roof via a ladder inside of the shop itself.

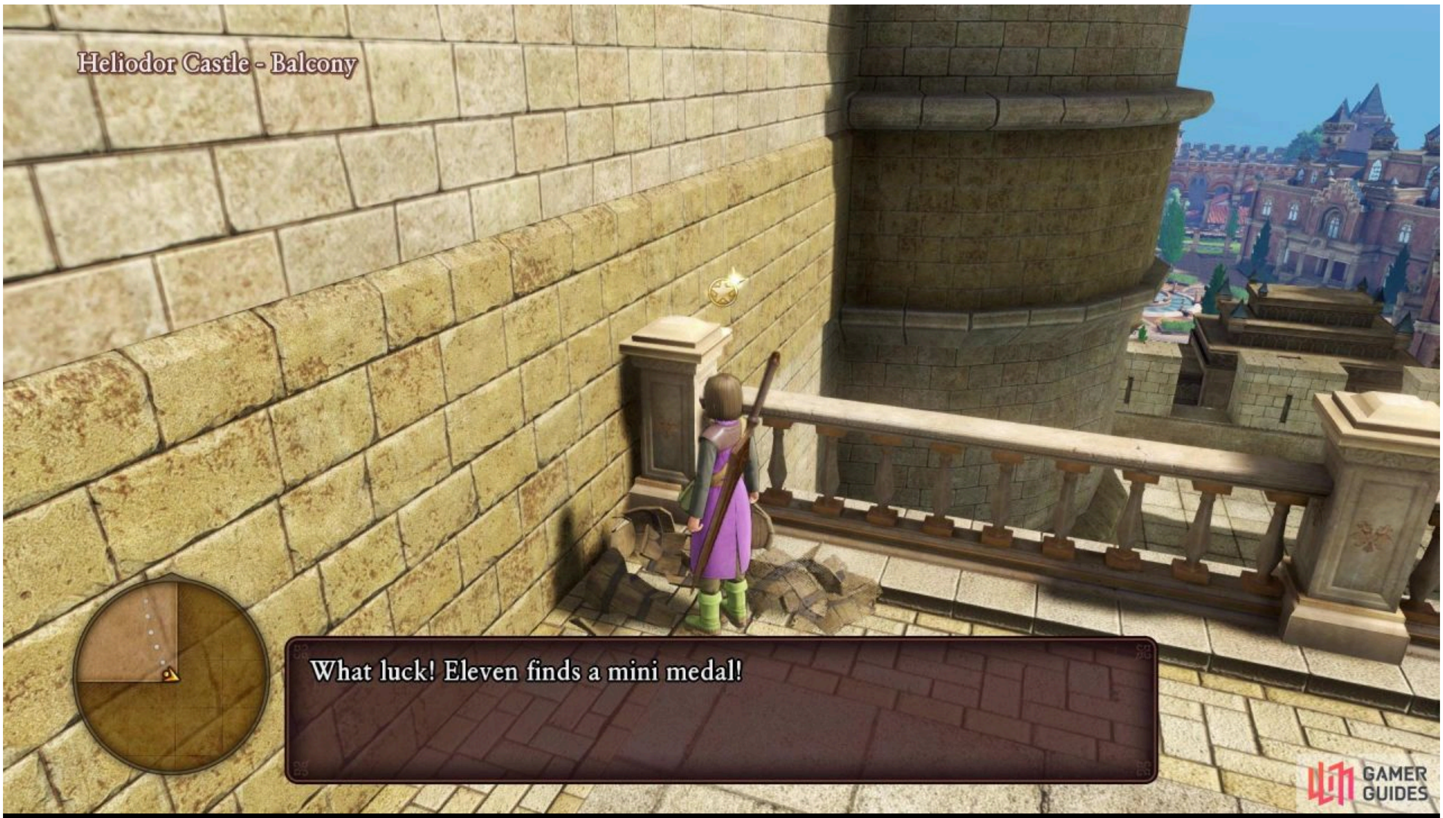
(Mini Medal #2) Inside Heliodor Castle. Go to the top floor and you can go out onto the balcony, where you'll find a pot to break with this inside. Note that the castle is inaccessible for a chunk of the story after finishing up the events here on your first visit.

(Mini Medal #3) In Heliodor, inside Derk's house. There will be a breakable up here that has the Medal inside. You do not gain access to Derk's place until after exiting the Heliodor Sewers.



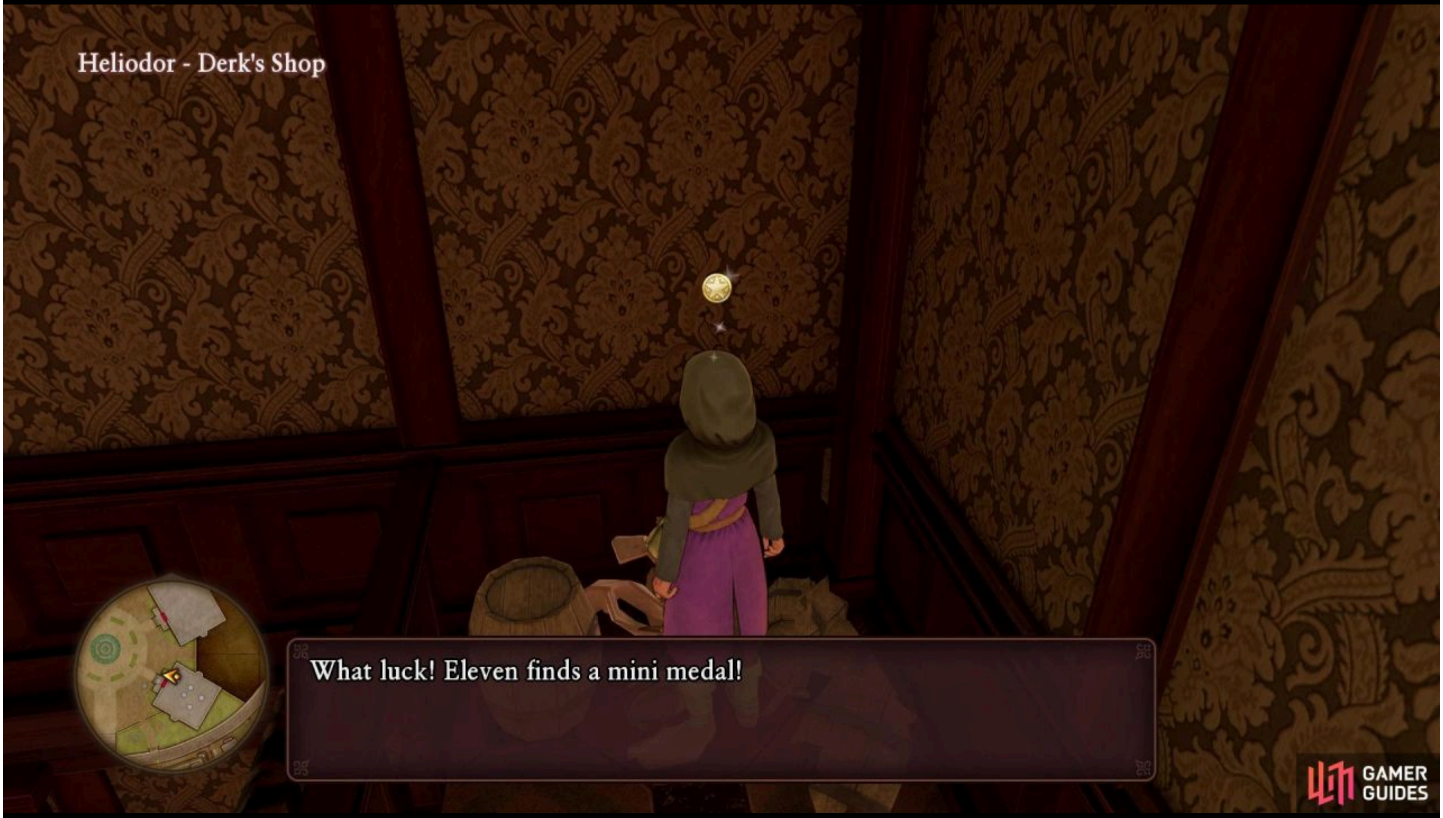
What luck! Eleven finds a mini medal!

1 Location of Mini Medal 1


Heliodor Castle - Balcony
GAMER GUIDES

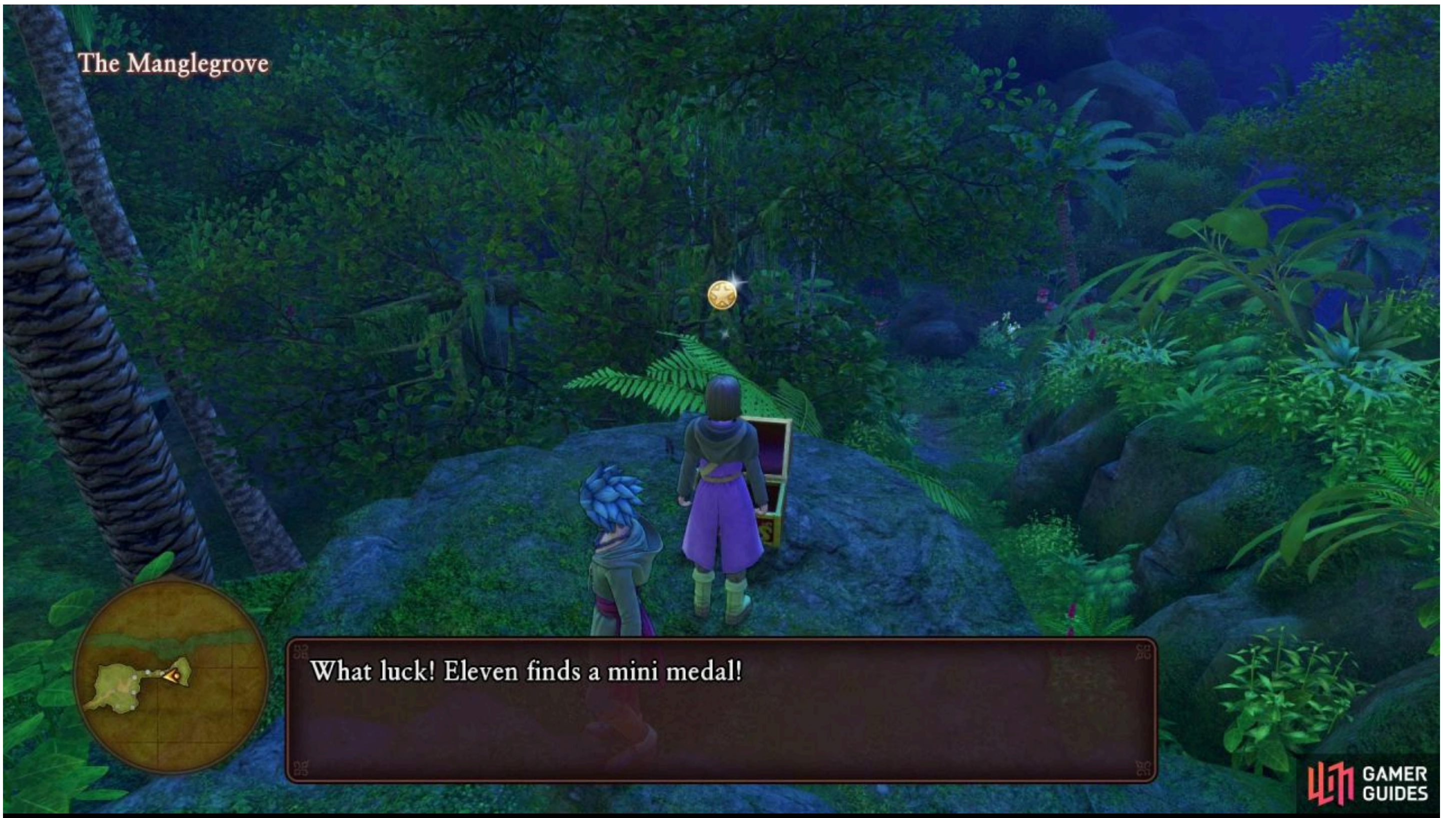
What luck! Eleven finds a mini medal!

2 Location of Mini Medal 2


Heliodor - Derk's Shop
GAMER GUIDES

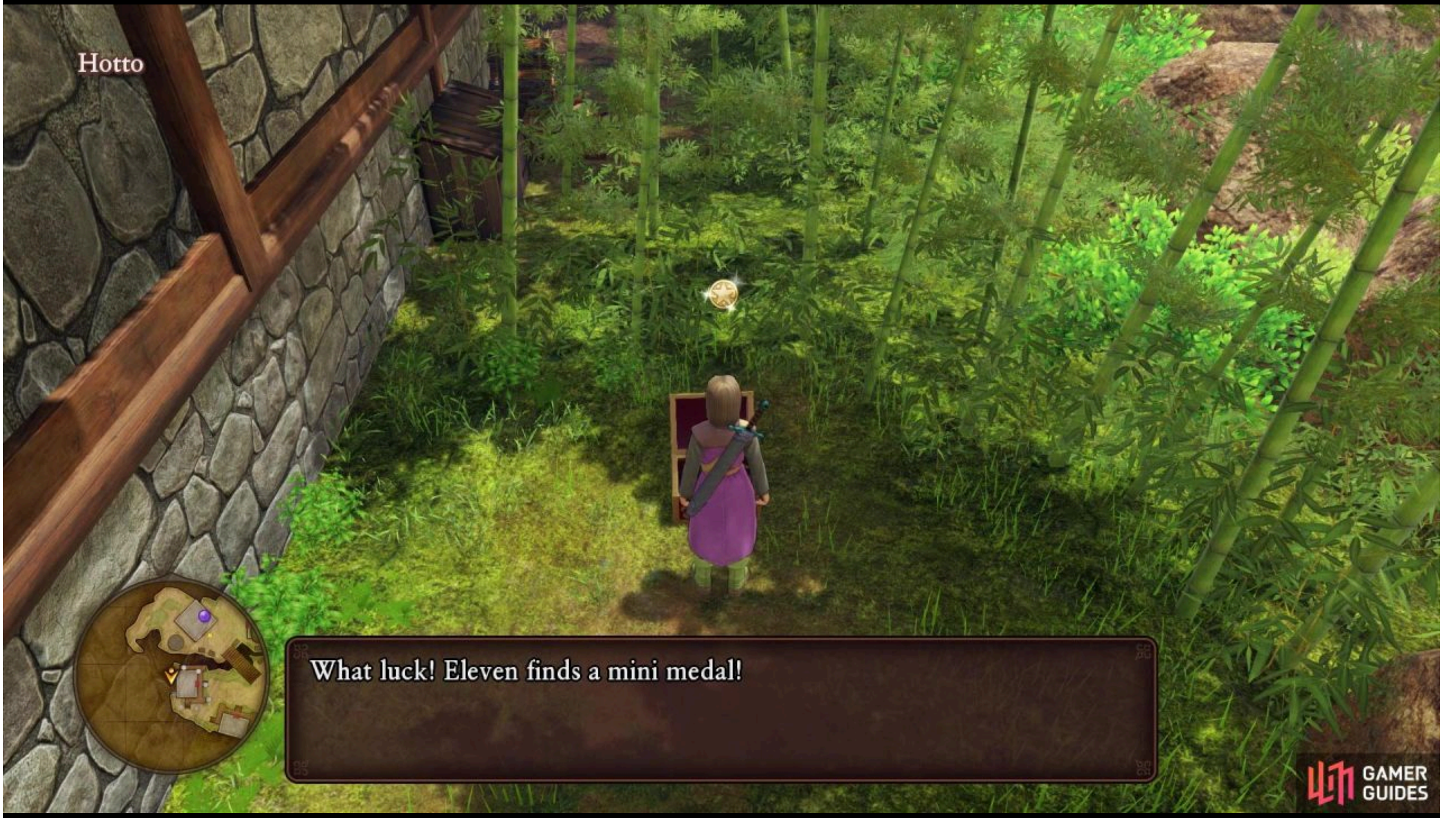
What luck! Eleven finds a mini medal!

3 Location of Mini Medal 3


The Manglegrove
GAMER GUIDES

What luck! Eleven finds a mini medal!

④ Location of Mini Medal 4


Hotto
GAMER GUIDES

What luck! Eleven finds a mini medal!

⑤ Location of Mini Medal 5

(Mini Medal #4) You will find this one in a chest in The Manglegrove. The first eastern path will have the chest at the end.

(Mini Medal #5) This Medal is located in the town of Hotto. Look behind the western house to find a chest, which will contain the Mini Medal.

(Mini Medal #6) Inside of a chest in the southwestern area of the Hotto Steppe.

(Mini Medal #7) Found inside a chest in the Cryptic Crypt. It's located off of a large room with many exits; take the northeast one to find it.

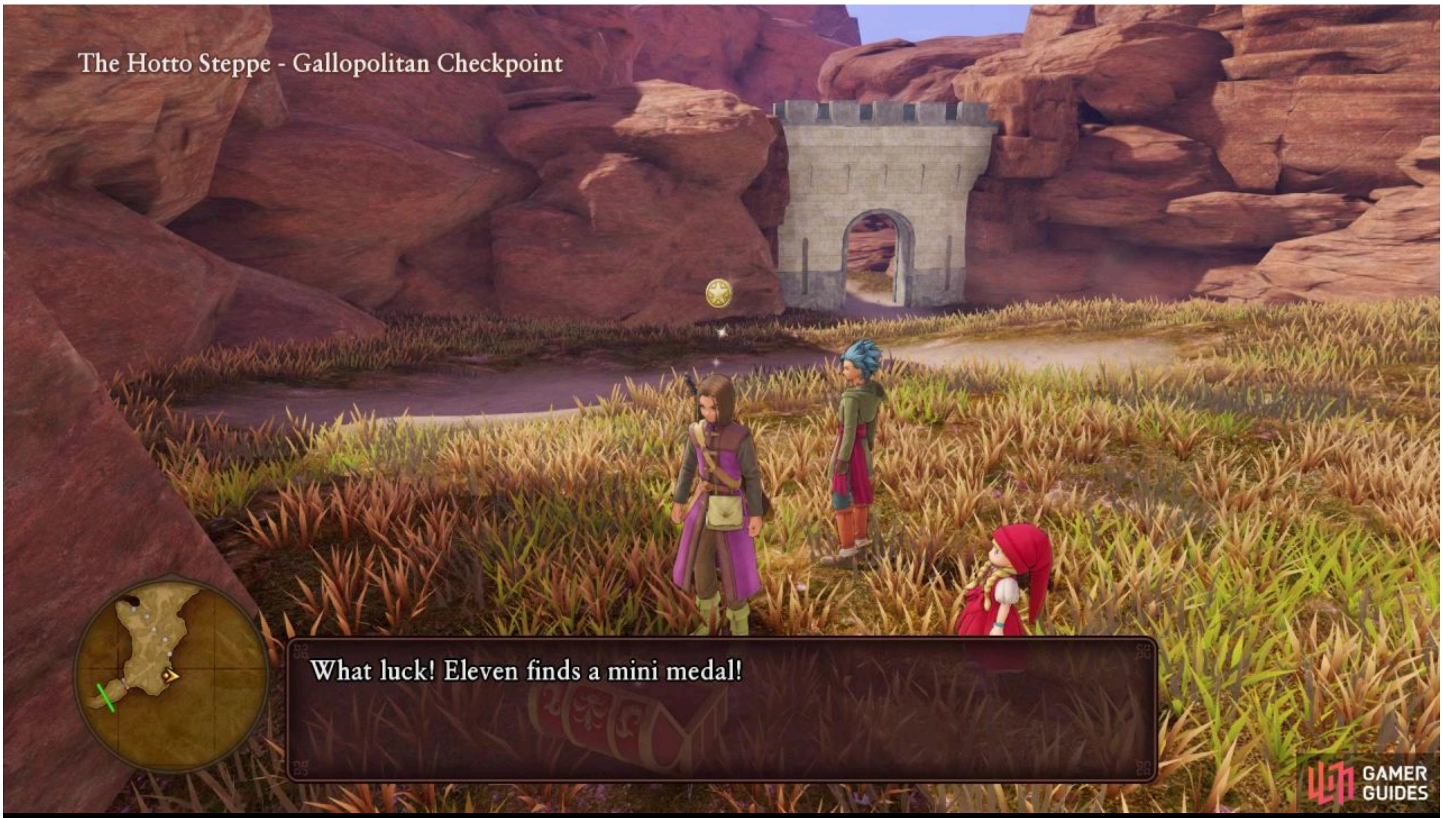
(Mini Medal #8) In the Gallopolis Region, look on the peninsula south of the city itself to find this Mini Medal in a chest.

(Mini Medal #9) Once you arrive to the city of Gallpolis itself, search the southwest corner of the place to find a chest with the Mini Medal.

(Mini Medal #10) You will find this one in a chest in Laguna di Gondolia. It is located on the central platform in the middle section of the area.

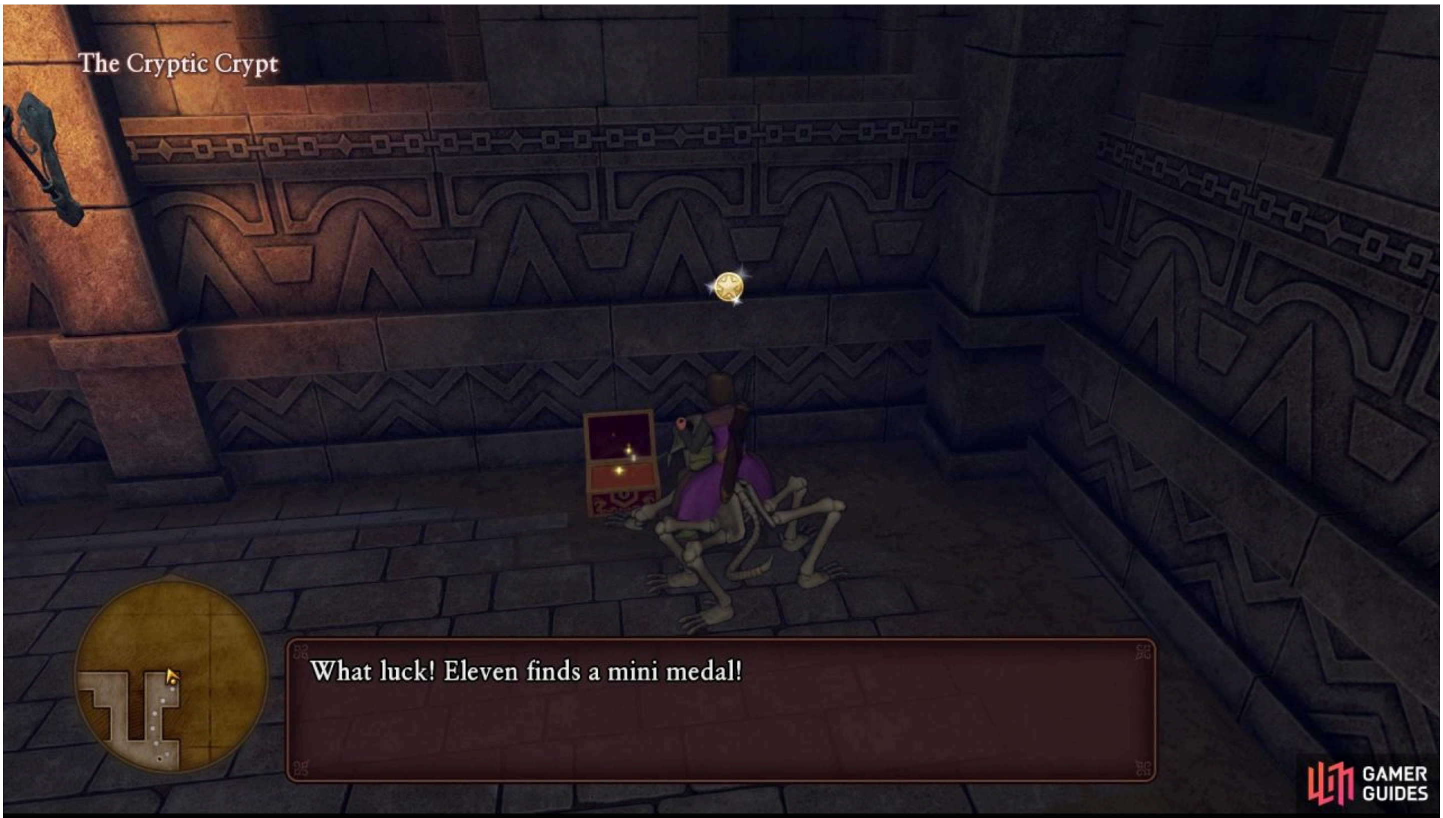
(Mini Medal #11) In the town of Gondolia, search the house just north of the mayor's place, Doge Rotondo. It is on the second floor, in a cabinet.

(Mini Medal #12) When you reach Grotta della Fonte, look to the south of the camp there to find a chest that contains this Mini Medal.



What luck! Eleven finds a mini medal!

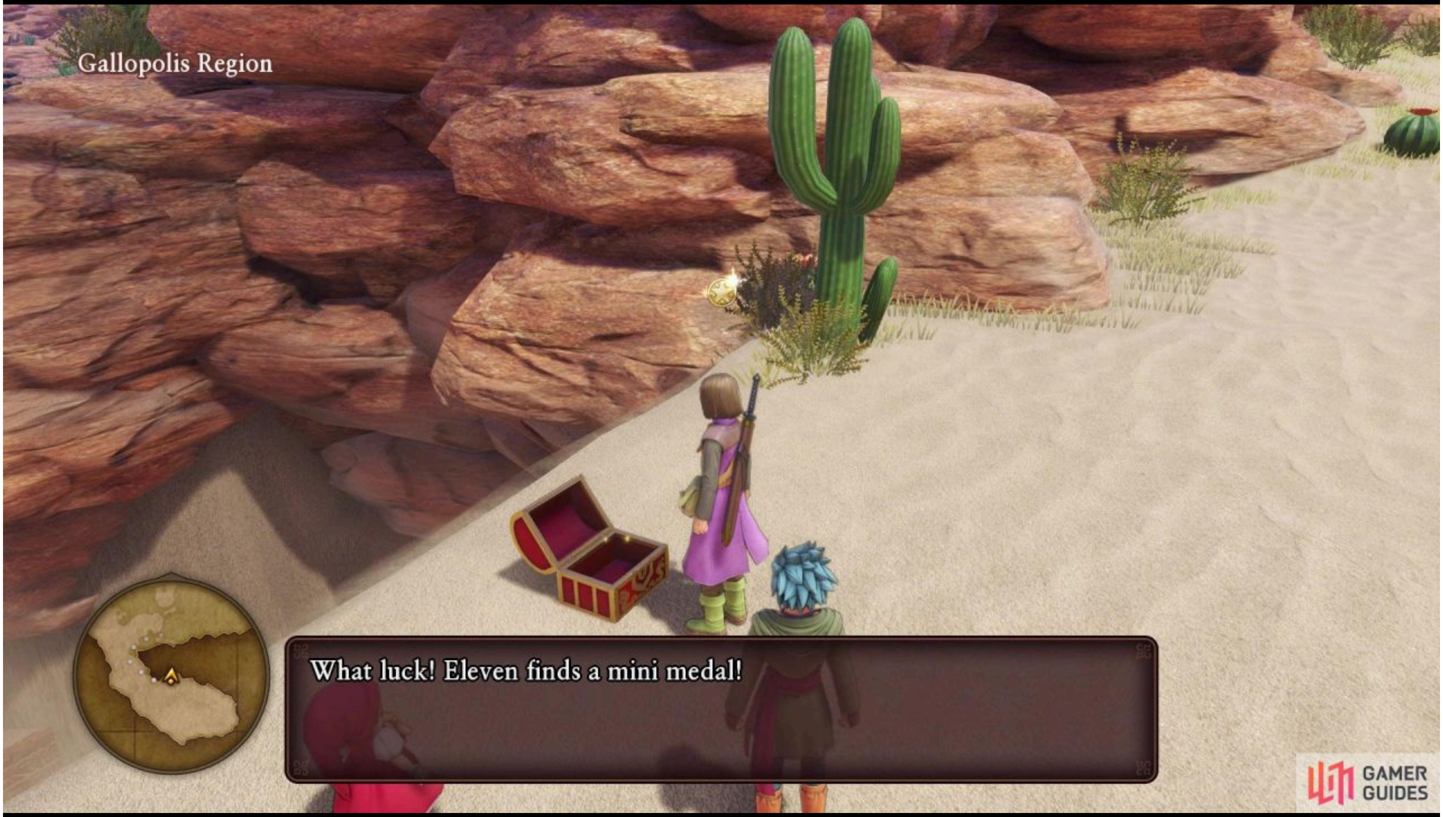
1 Location of Mini Medal 6


The Cryptic Crypt

What luck! Eleven finds a mini medal!

GAMER GUIDES

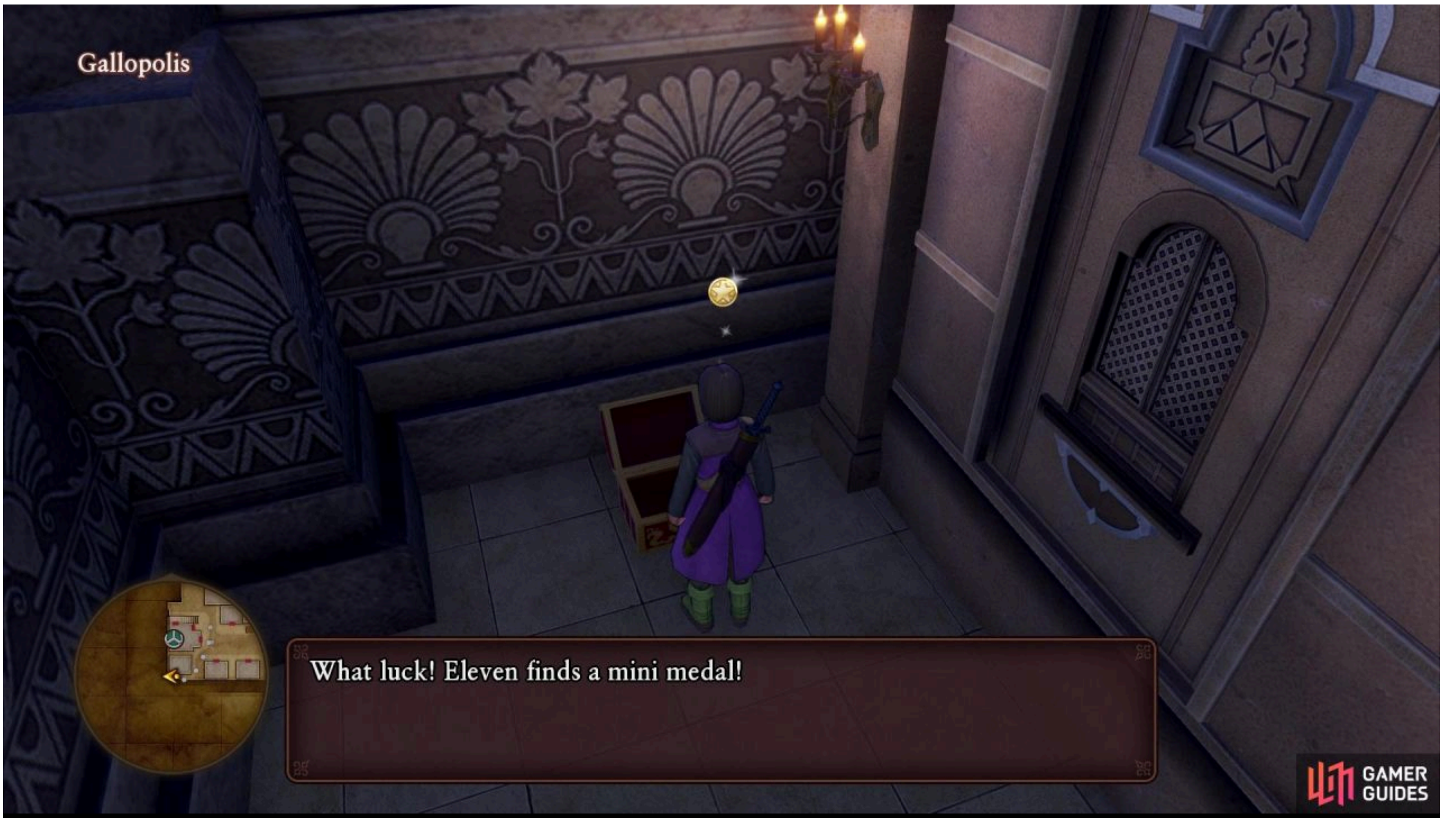
2 Location of Mini Medal 7


Gallopolis Region

What luck! Eleven finds a mini medal!

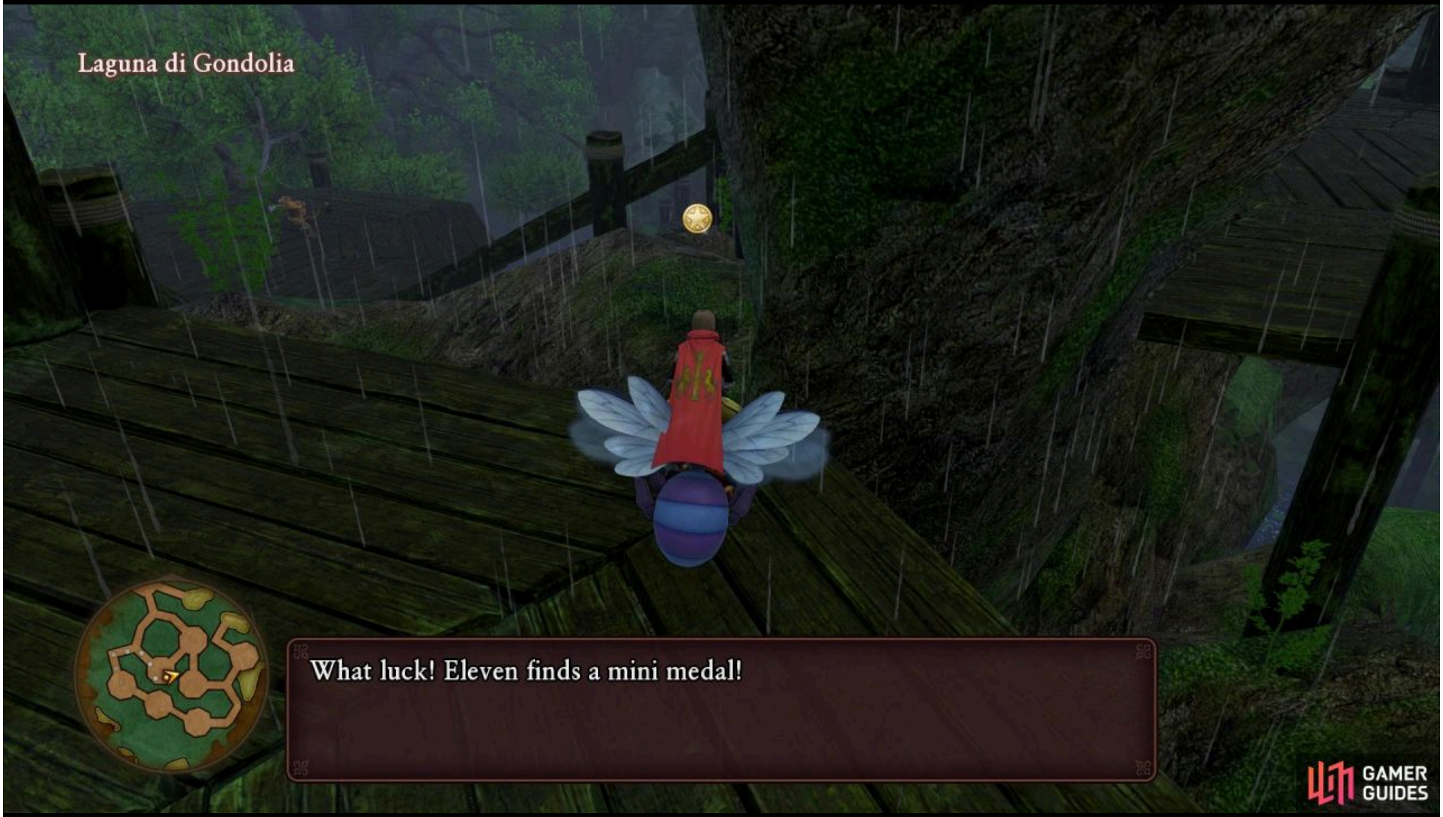
GAMER GUIDES

3 Location of Mini Medal 8


Gallopolis
GAMER GUIDES

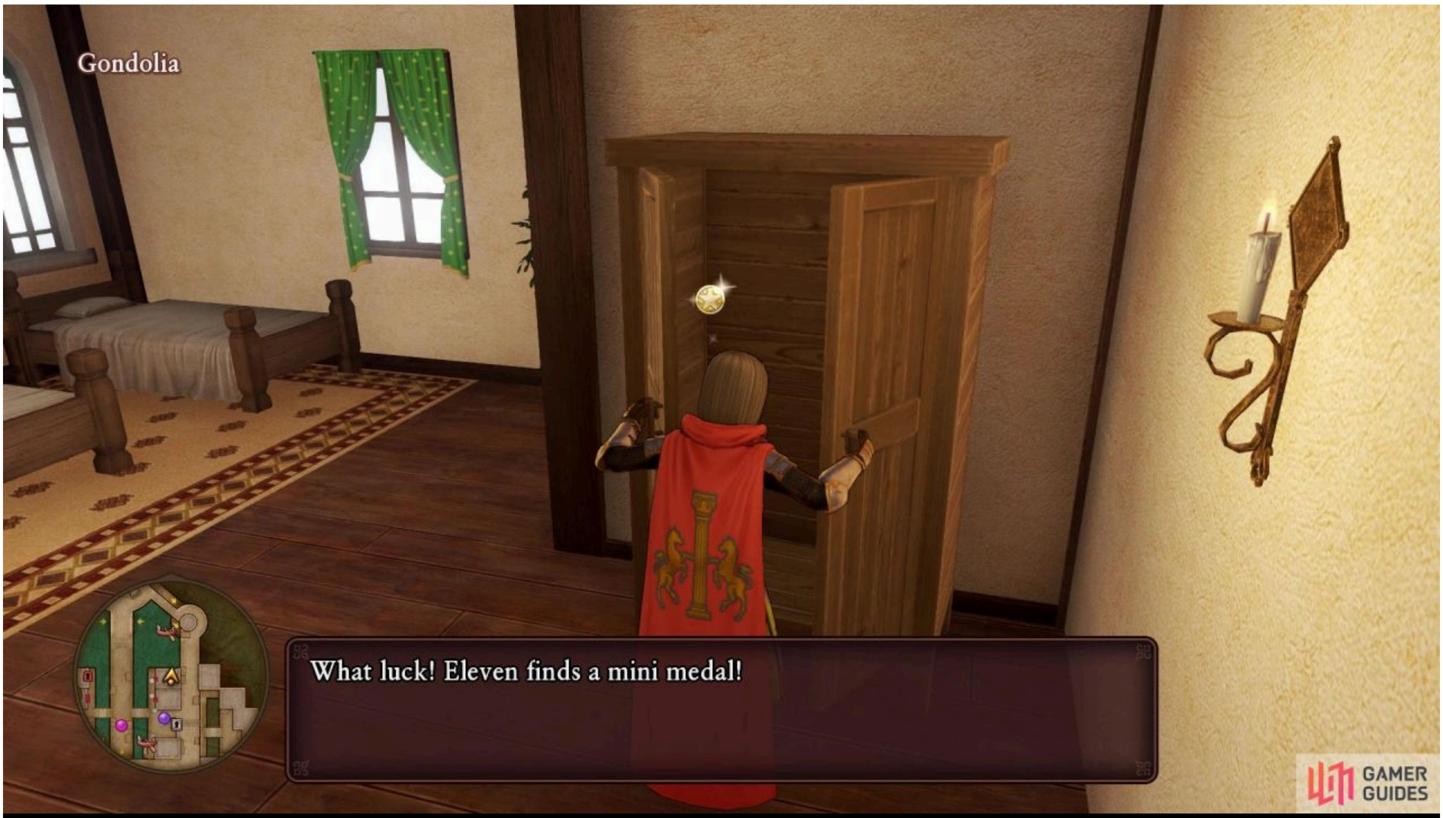
What luck! Eleven finds a mini medal!

4 Location of Mini Medal 9


Laguna di Gondolia
GAMER GUIDES

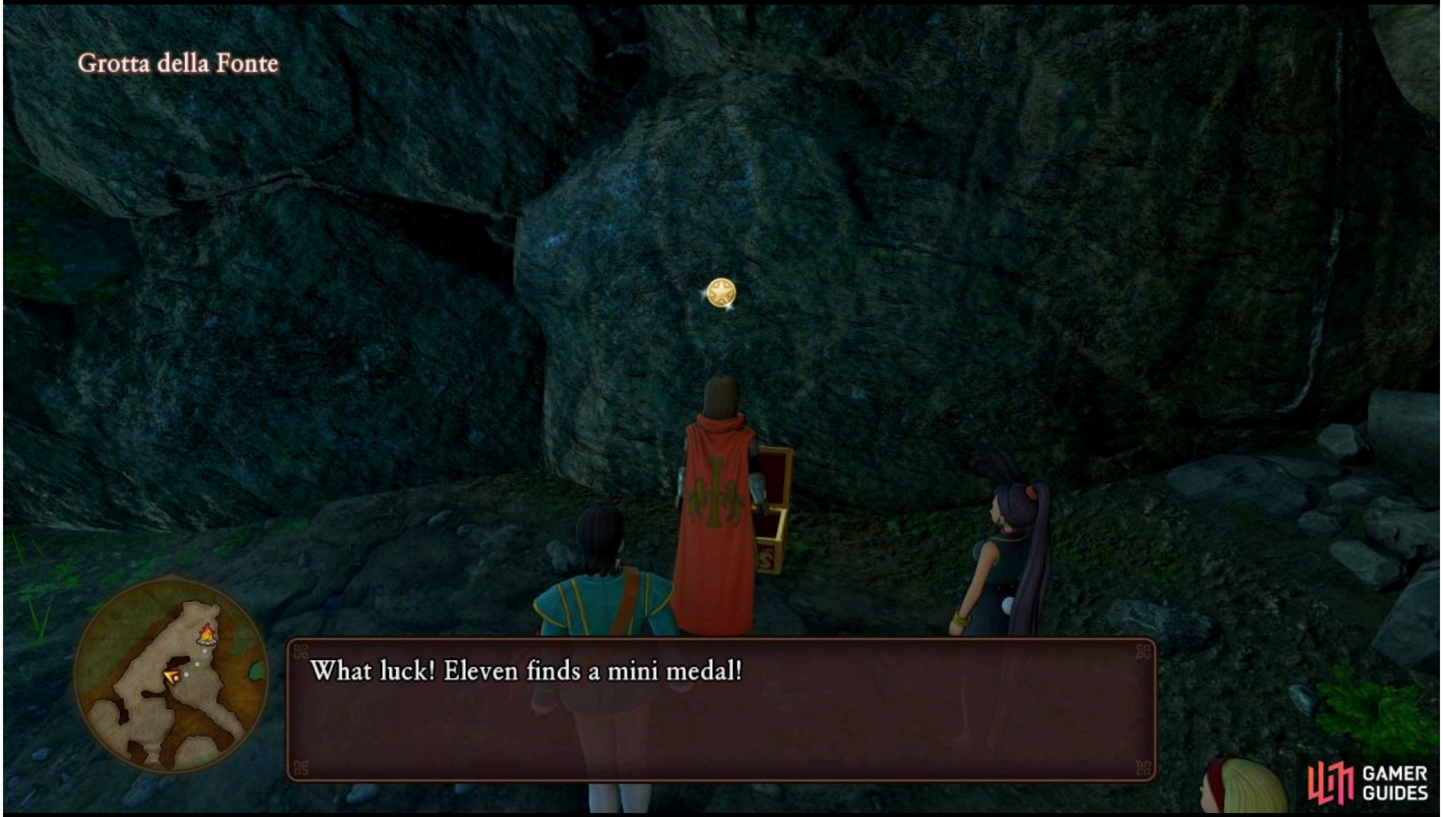
What luck! Eleven finds a mini medal!

5 Location of Mini Medal 10


Gondolia
GAMER GUIDES

What luck! Eleven finds a mini medal!

6 Location of Mini Medal 11


Grotta della Fonte
GAMER GUIDES

What luck! Eleven finds a mini medal!

7 Location of Mini Medal 12

(Mini Medal #13) Upon reaching the Warrior's Rest Inn, there is a large field just west of it. In the middle of this field is a Mini Medal, but it can be a little difficult to see.

(Mini Medal #14) From the previous Mini Medal, go to the second floor of the inn and step out onto the balcony. Around the corner from where you exit onto the balcony is a chest with the Mini Medal.

(Mini Medal #15) In Octagonia, while exploring, head to the lower portion of the town and underneath the stairs, you will find a pot that contains this Mini Medal.

(Mini Medal #16) Found inside the Caverns Under Octagonia. It is inside of a chest, in the area south of the entrance/exit, in the one corner.

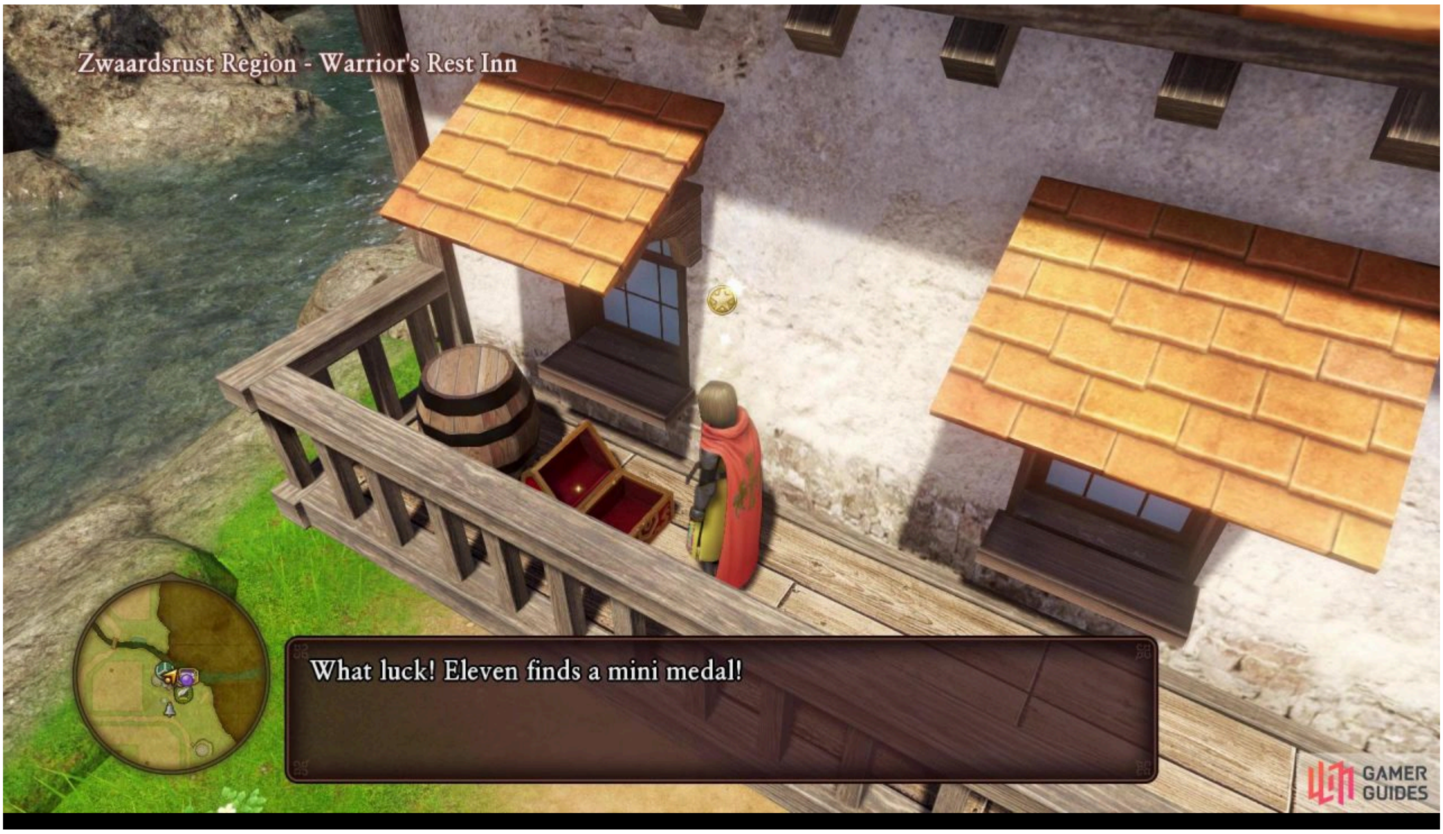
(Mini Medal #17) You will obtain this as a reward for completing **Quest 13 The Shadow**, which is available after completing the tournament events in Octagonia.

(Mini Medal #18) In the Dundrasil Region, there is a shack in the southwestern portion of the map. Head there and look behind it to find a chest with this Mini Medal.

(Mini Medal #19) In the ruined area with the Green Dragons, search the northeast section to find a ladder. At the top of the ladder, you should be able to see some pots, one of which contains the Mini Medal.

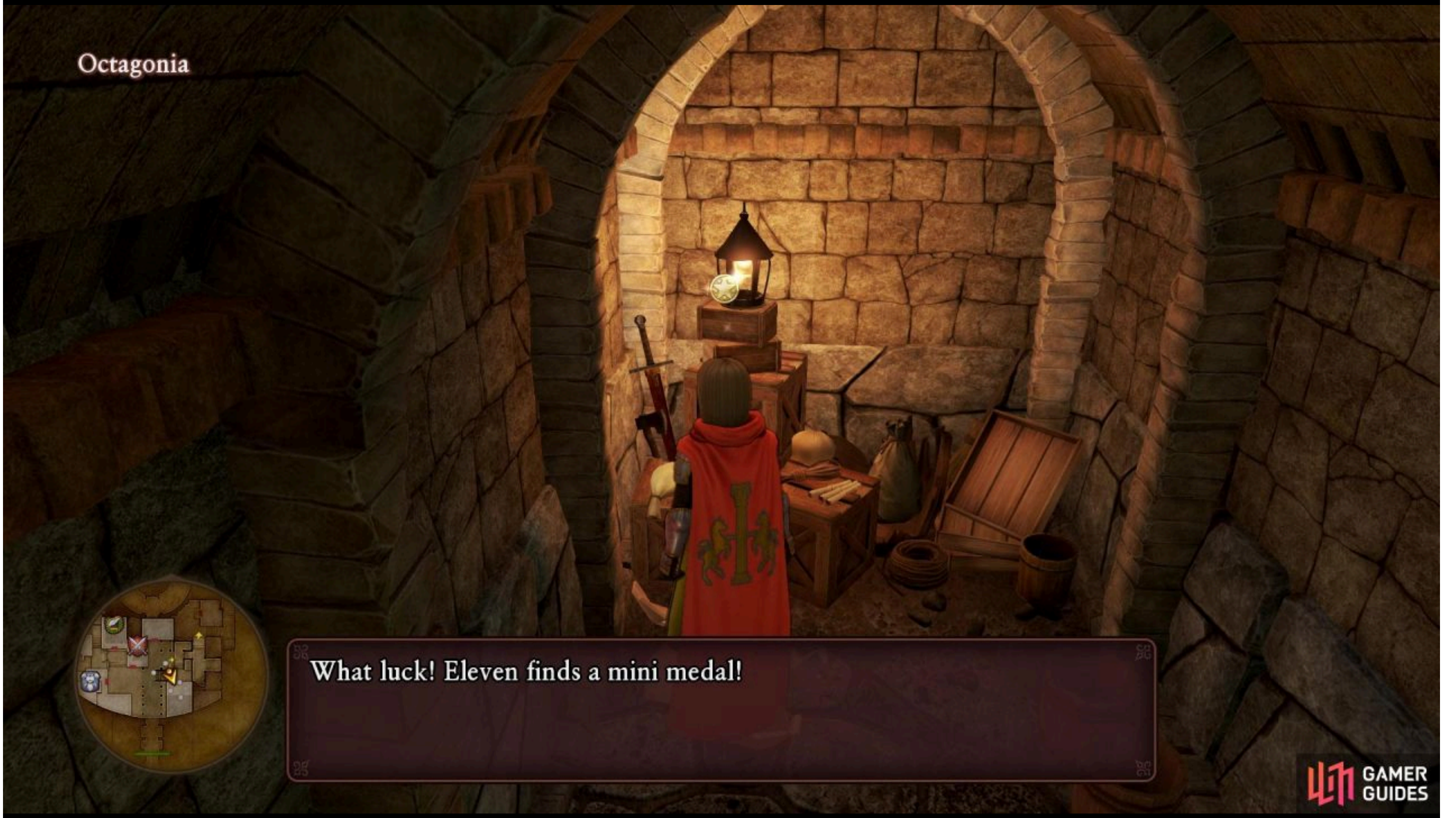
(Mini Medal #20) Once you reach Puerto Valor, you can find a casino that has its own hotel next to it. In the one room upstairs, there is a pot that you can break for this Mini Medal.

(Mini Medal #21) While still in the hotel casino in Puerto Valor, simply stay at the hotel to be rewarded with a Mini Medal.



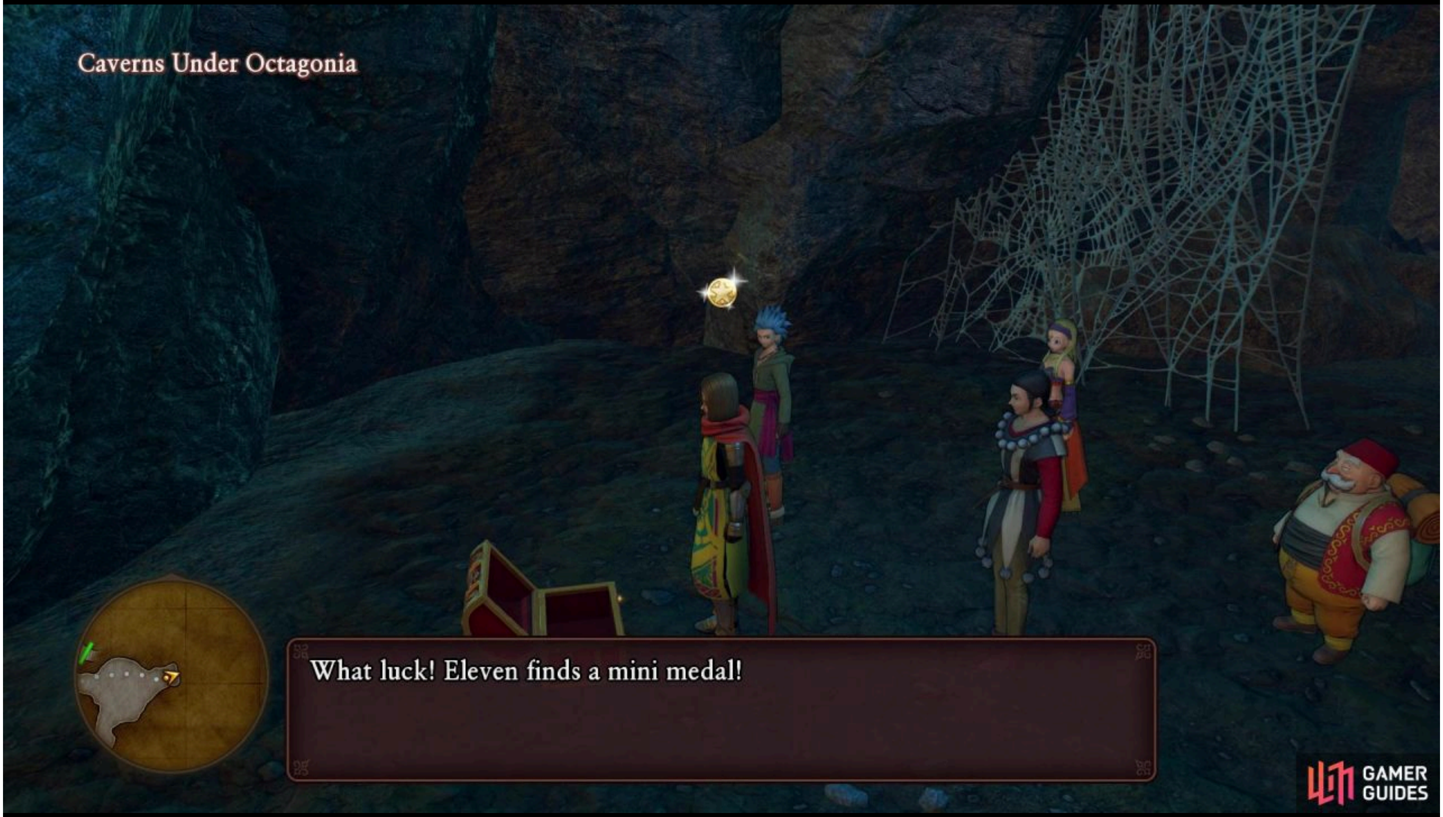
What luck! Eleven finds a mini medal!

① Location of Mini Medal 14


Octagonia
GAMER GUIDES

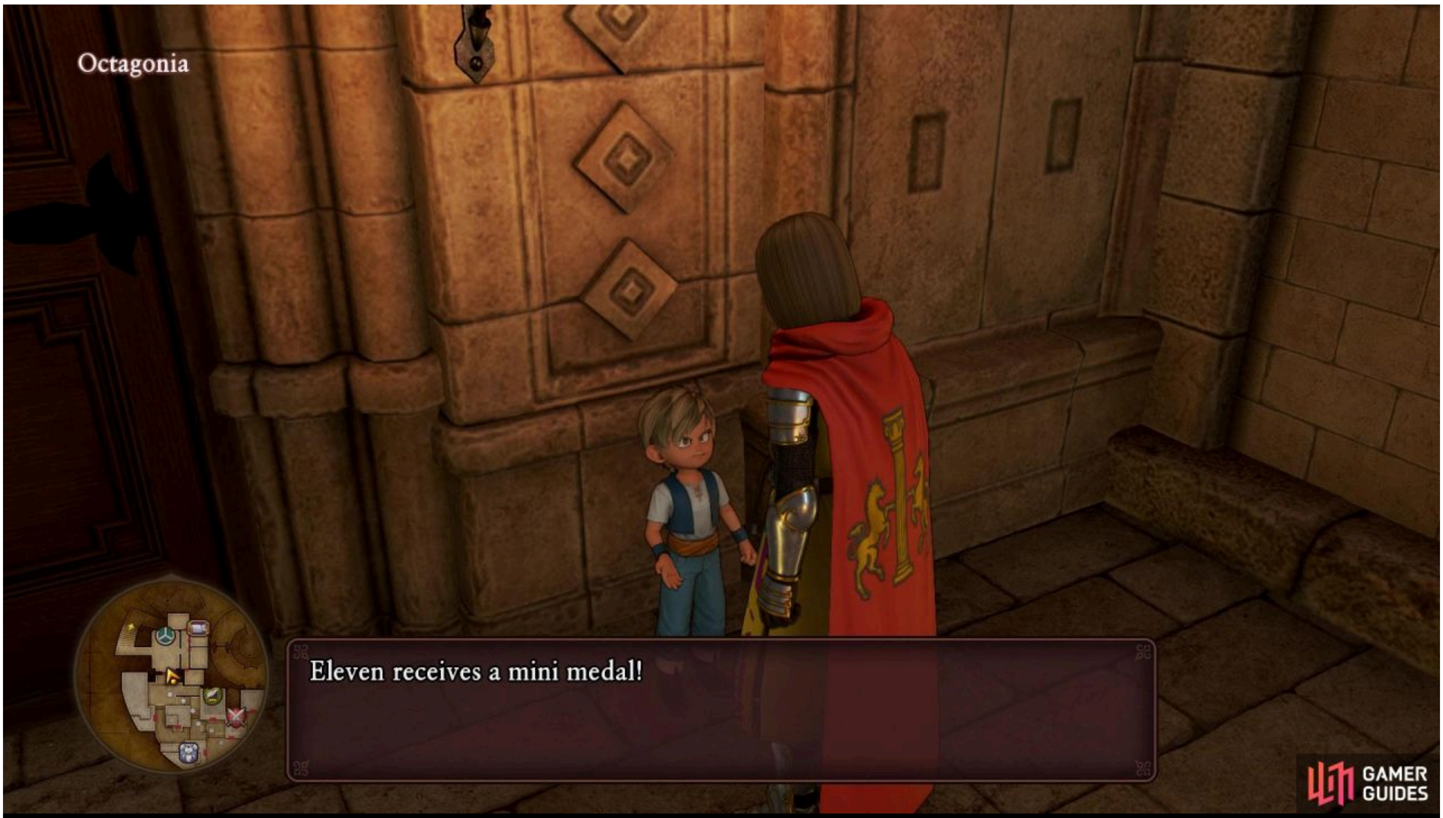
What luck! Eleven finds a mini medal!

② Location of Mini Medal 15


Caverns Under Octagonia
GAMER GUIDES

What luck! Eleven finds a mini medal!

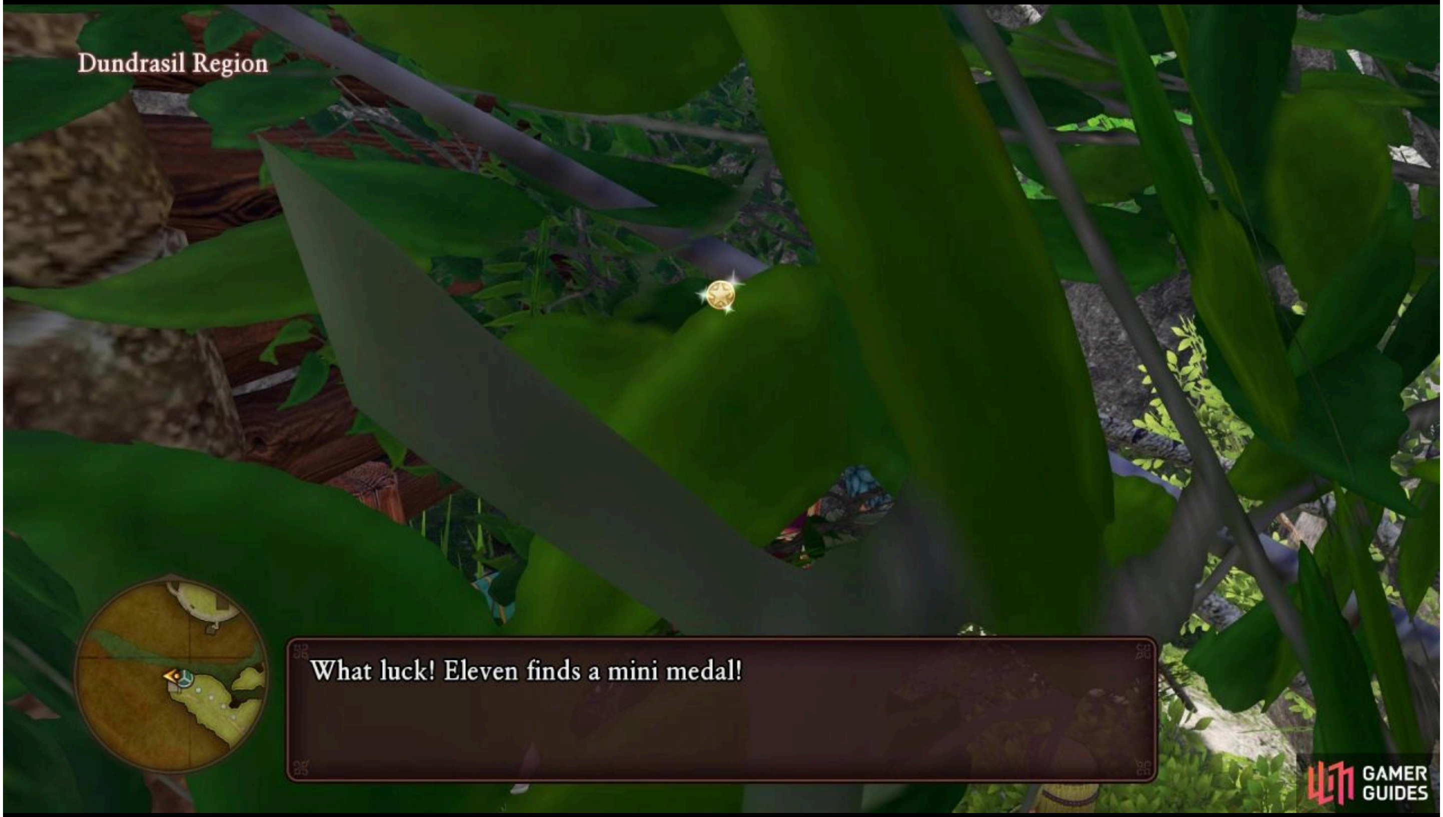
③ Location of Mini Medal 16


Octagonia

Eleven receives a mini medal!

GAMER GUIDES

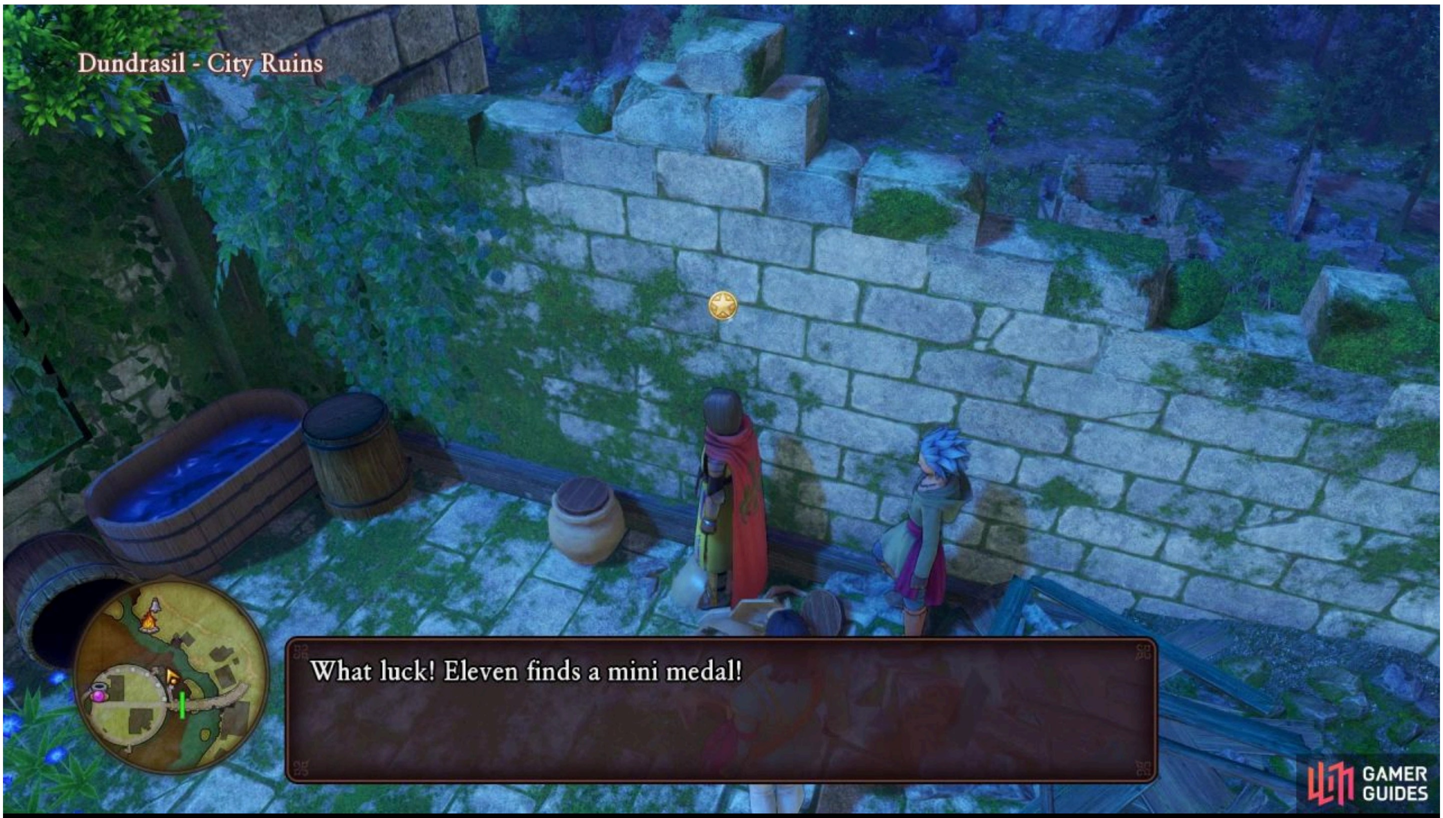
4 Location of Mini Medal 17


Dundrasil Region

What luck! Eleven finds a mini medal!

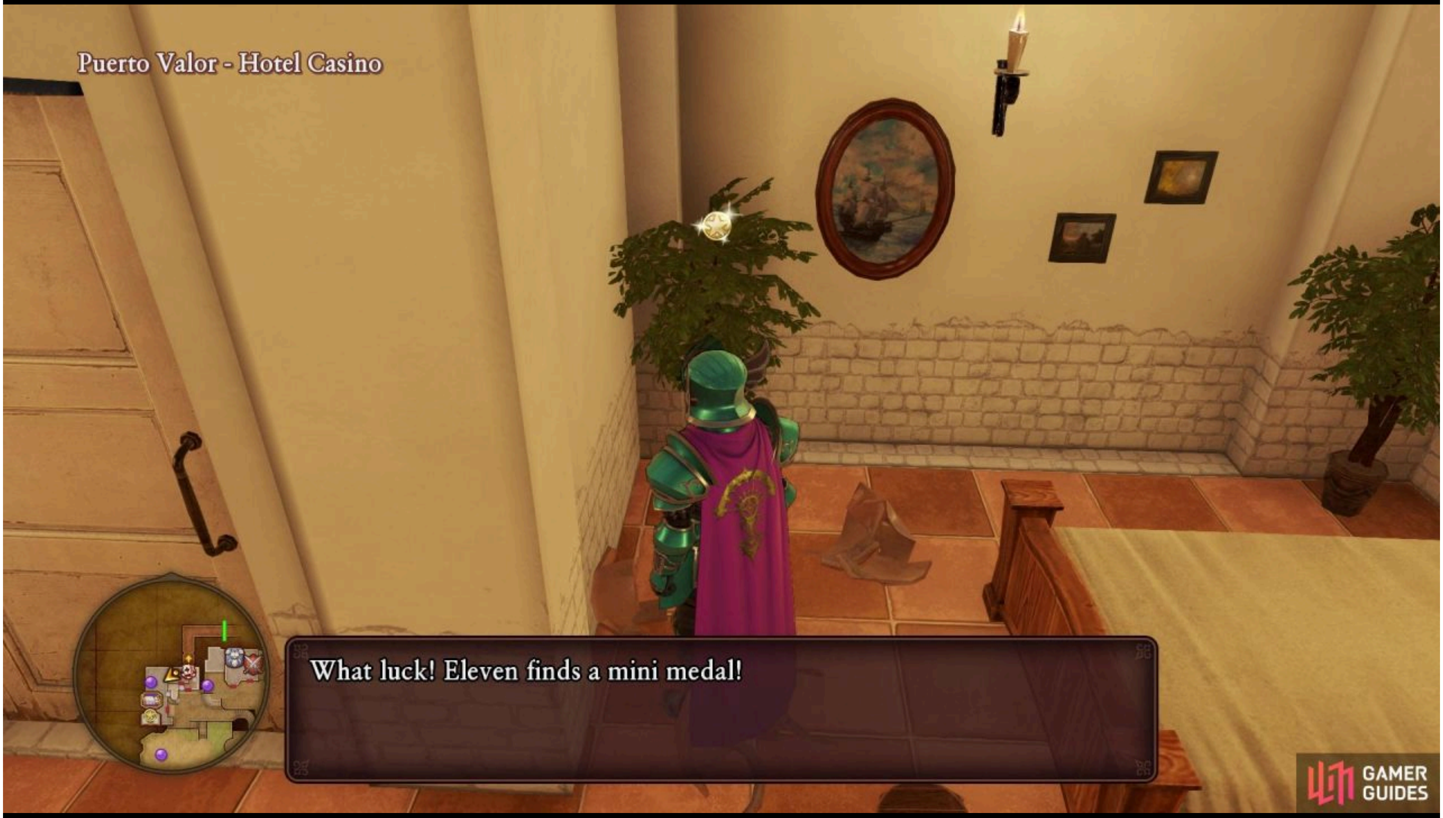
GAMER GUIDES

5 Location of Mini Medal 18


Dundrasil - City Ruins
GAMER GUIDES

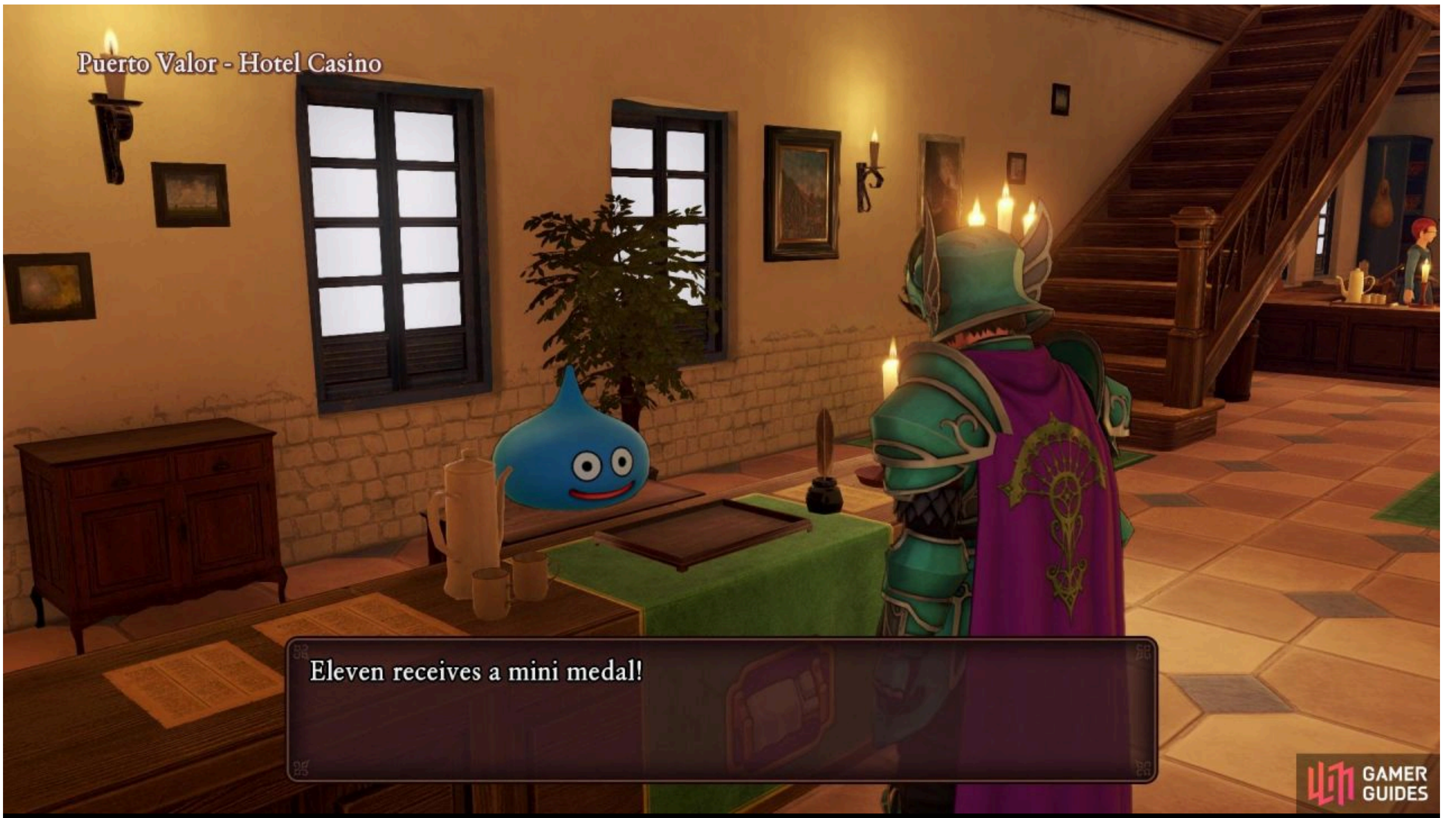
What luck! Eleven finds a mini medal!

6 Location of Mini Medal 19


Puerto Valor - Hotel Casino
GAMER GUIDES

What luck! Eleven finds a mini medal!

7 Location of Mini Medal 20



Eleven receives a mini medal!

8 Location of Mini Medal 21

(Mini Medal #22) Reward for completing **Quest 10 An Even Lovelier Letter**. While you gain access to this quest while in Gondolia, you cannot complete it until you reach Puerto Valor.

(Mini Medal #23) This Mini Medal is found at The Strand, in a chest nestled next to the large boat there.

(Mini Medal #24) Found on Insula Occidentalis, which is north of The Strand. Look behind the cabin on this island for a pot you can break, which contains the Mini Medal.

(Mini Medal #25) Found on Insula Orientalis, which is the island in the northeastern corner of the world map. There are some ruins on this island, where you can find some pots, one of which will contain the Mini Medal.

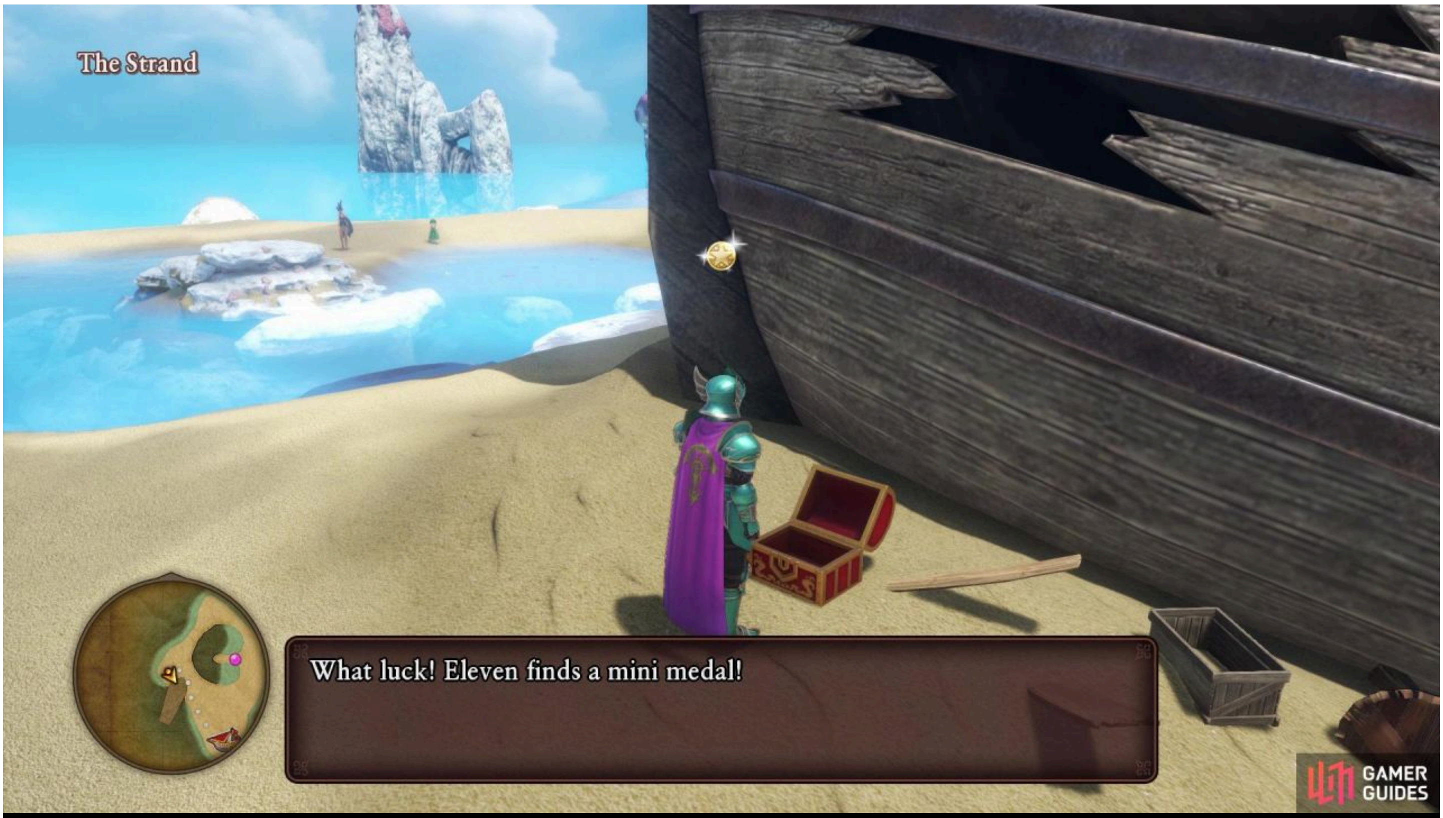
(Mini Medal #26) In Lonalulu, head to the tavern that is southeast of the item shop. There will be some barrels to the south of the tavern, one of which will contain a Mini Medal.

(Mini Medal #27) Once you complete the story events in Lonalulu, you can freely explore Saikiki Beach. There is a cabin here and next to the cabin will be a chest that contains a Mini Medal.

(Mini Medal #28) In Nautica, there is a chest that is located behind the church, on the ground level, that contains a Mini Medal.

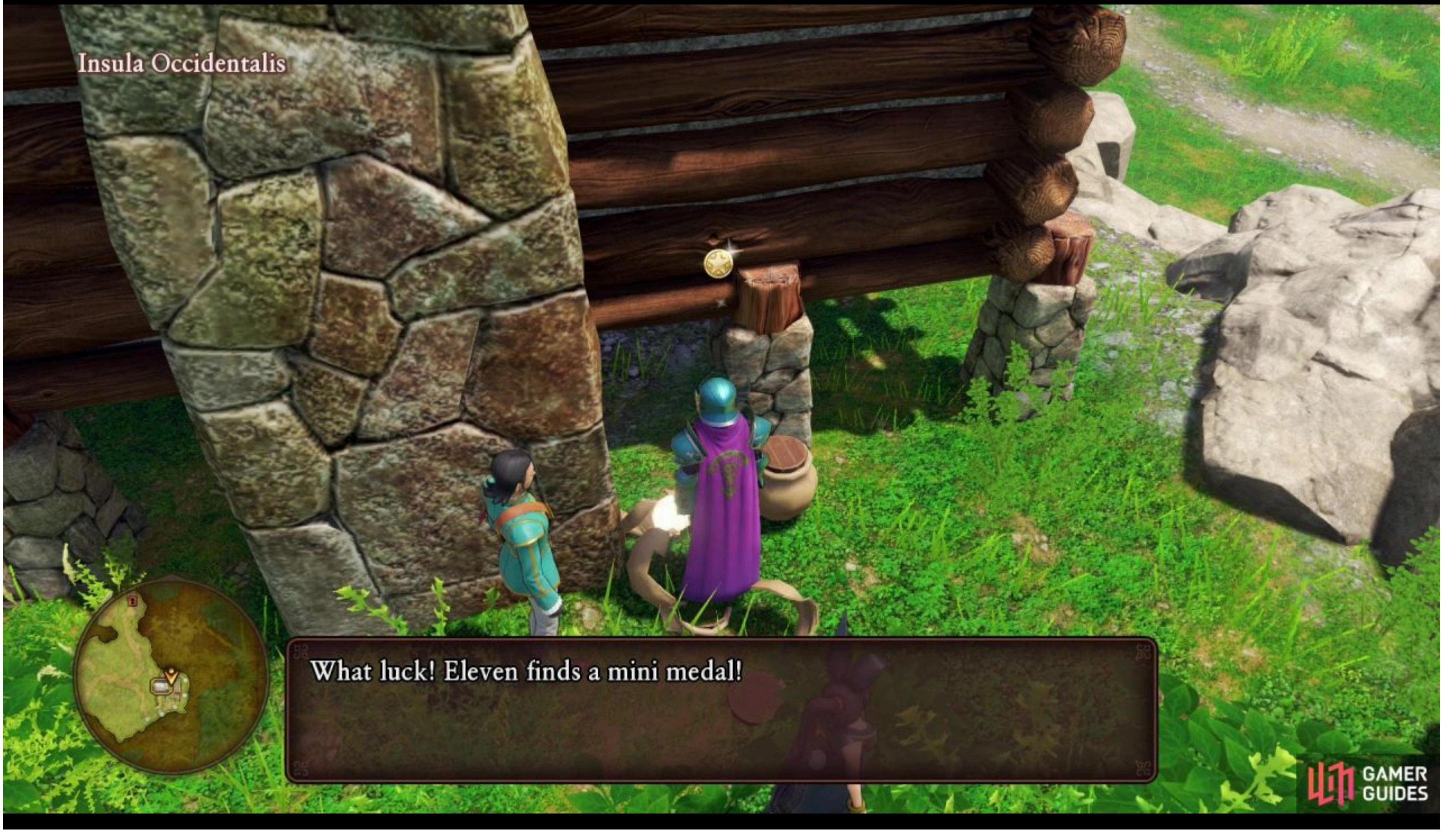
(Mini Medal #29) In the Champs Sauvage region, you will find a campsite in the southern portion of the area. Head west of that camp to find a chest that has the Mini Medal.

(Mini Medal #30) Once you finally reach L'Academie de Notre Maitre des Medailles, there will be a well you can enter near the entrance on the main grounds. There is a barrel in the well you can break to find this Mini Medal.


The Strand
GAMER GUIDES

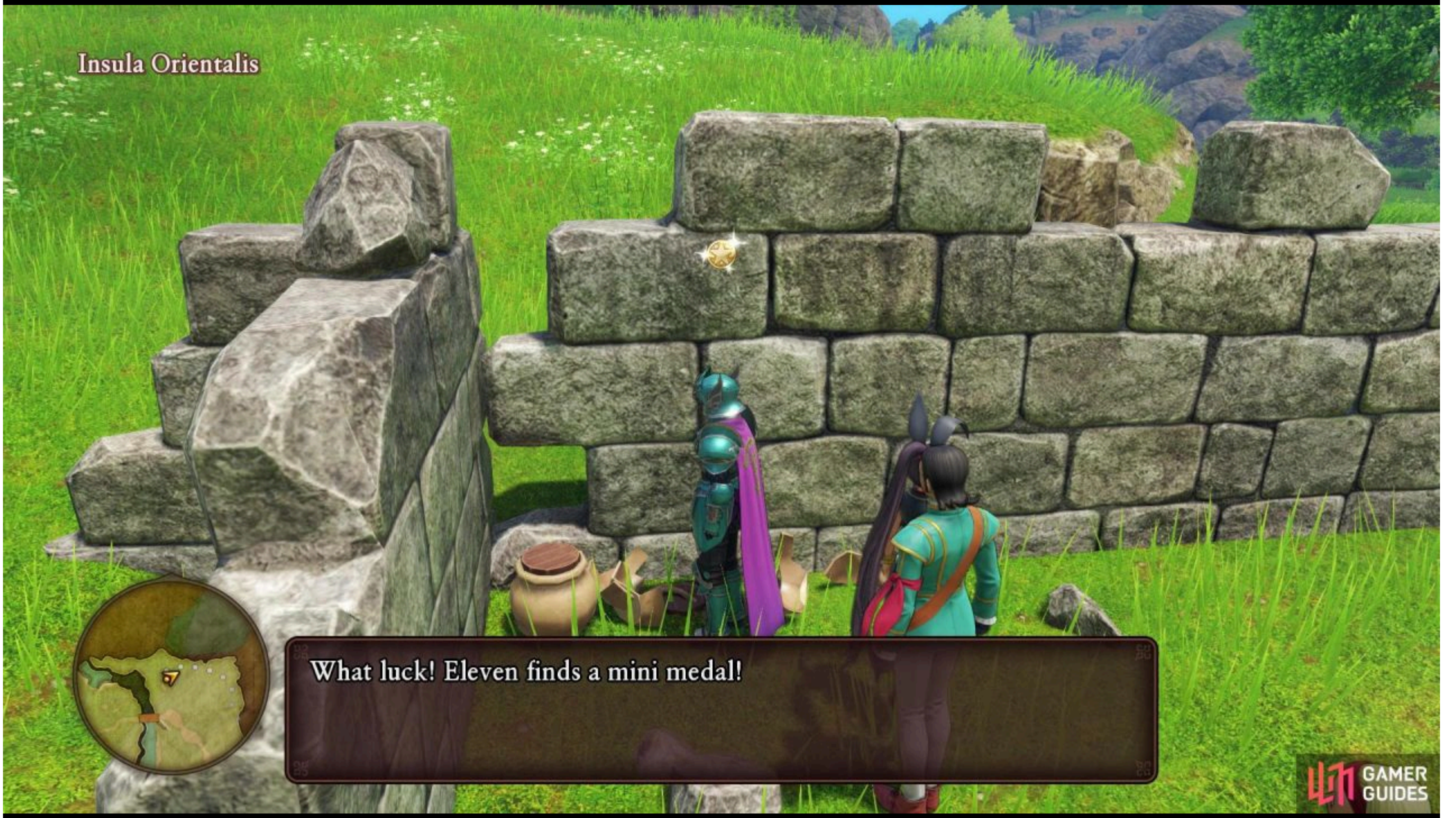
What luck! Eleven finds a mini medal!

① Location of Mini Medal 23


Insula Occidentalis
GAMER GUIDES

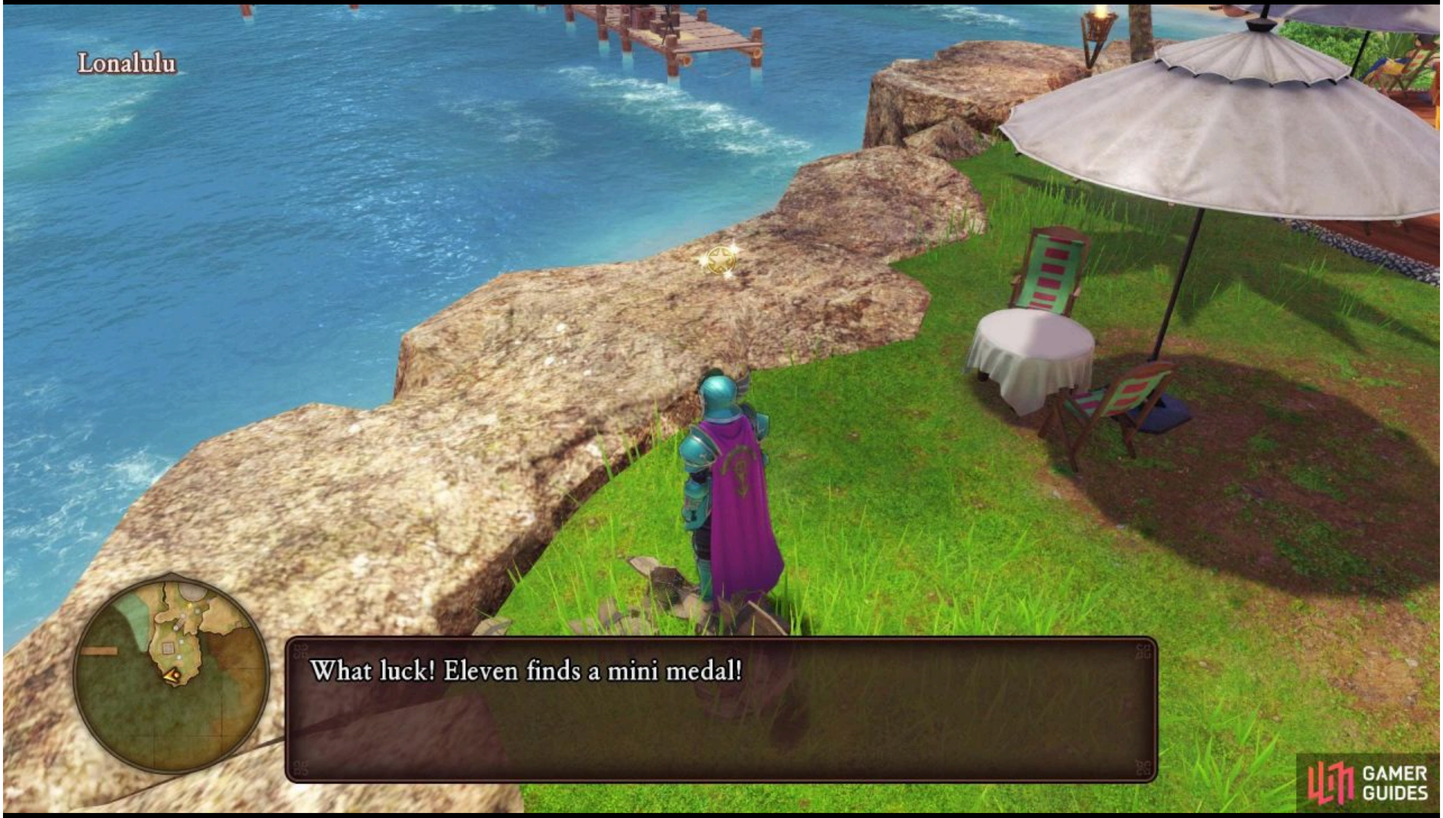
What luck! Eleven finds a mini medal!

2 Location of Mini Medal 24


Insula Orientalis
GAMER GUIDES

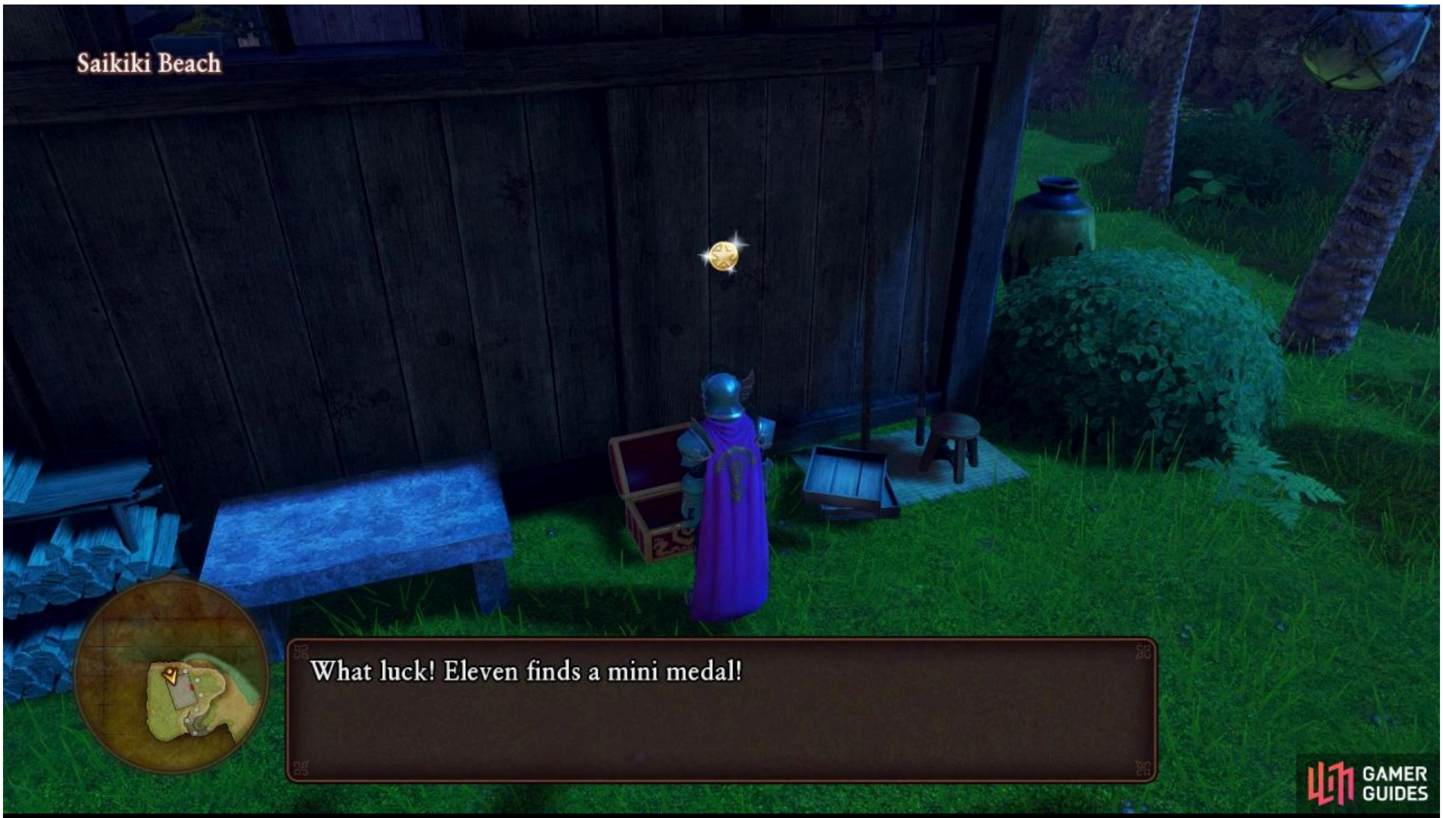
What luck! Eleven finds a mini medal!

3 Location of Mini Medal 25


Lonalulu
GAMER GUIDES

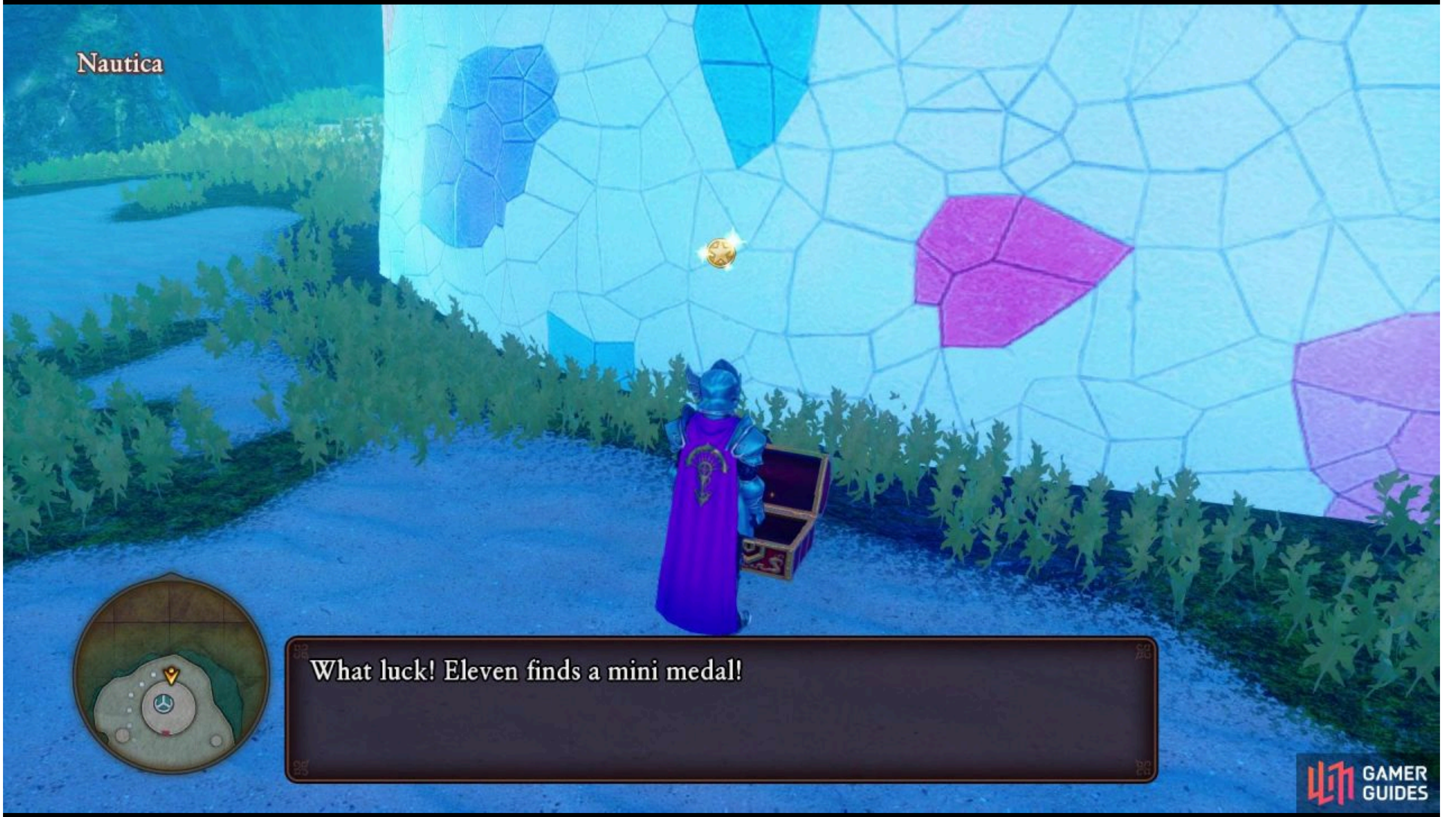
What luck! Eleven finds a mini medal!

4 Location of Mini Medal 26


Saikiki Beach
GAMER GUIDES

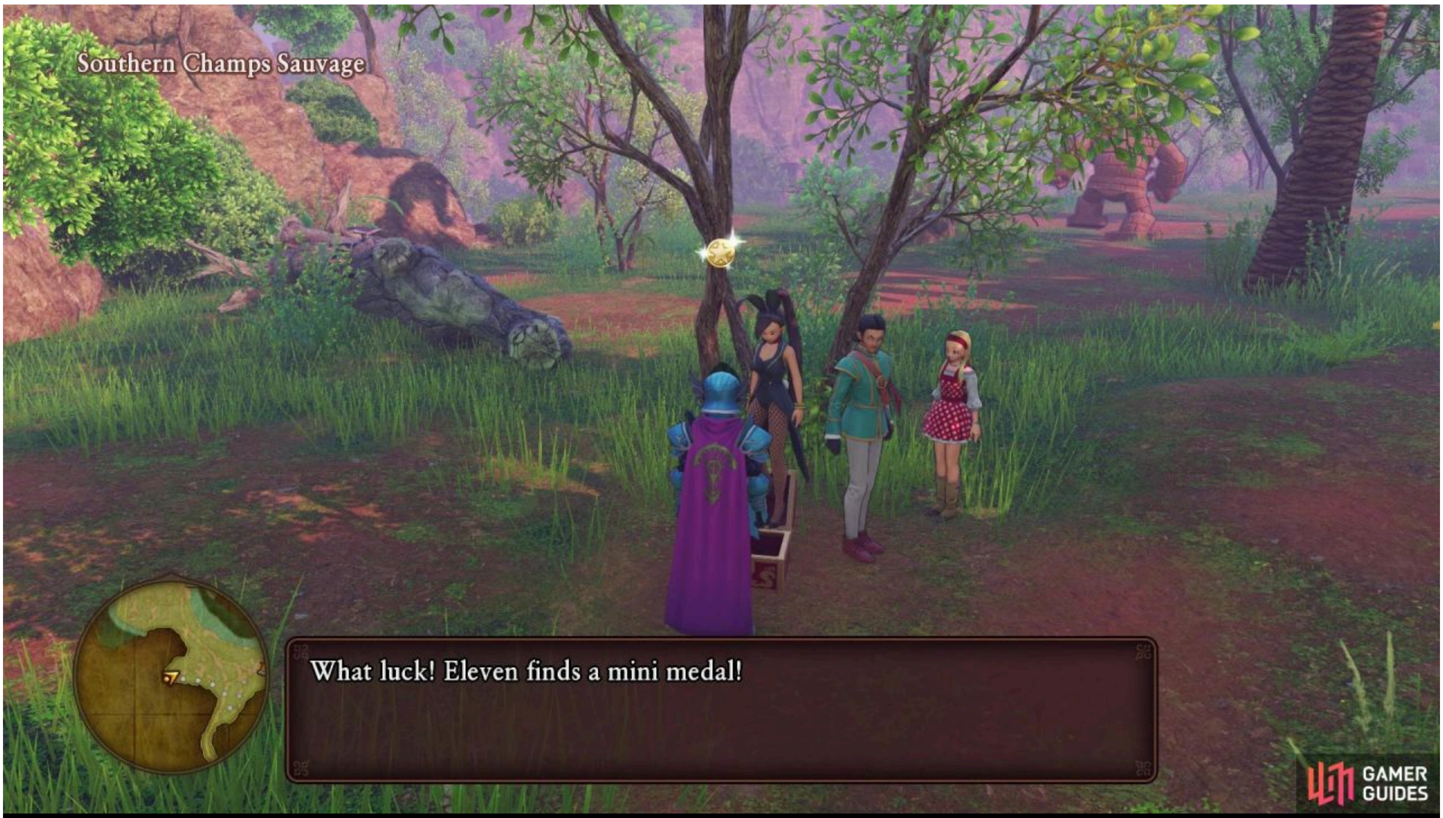
What luck! Eleven finds a mini medal!

5 Location of Mini Medal 27


Nautica
GAMER GUIDES

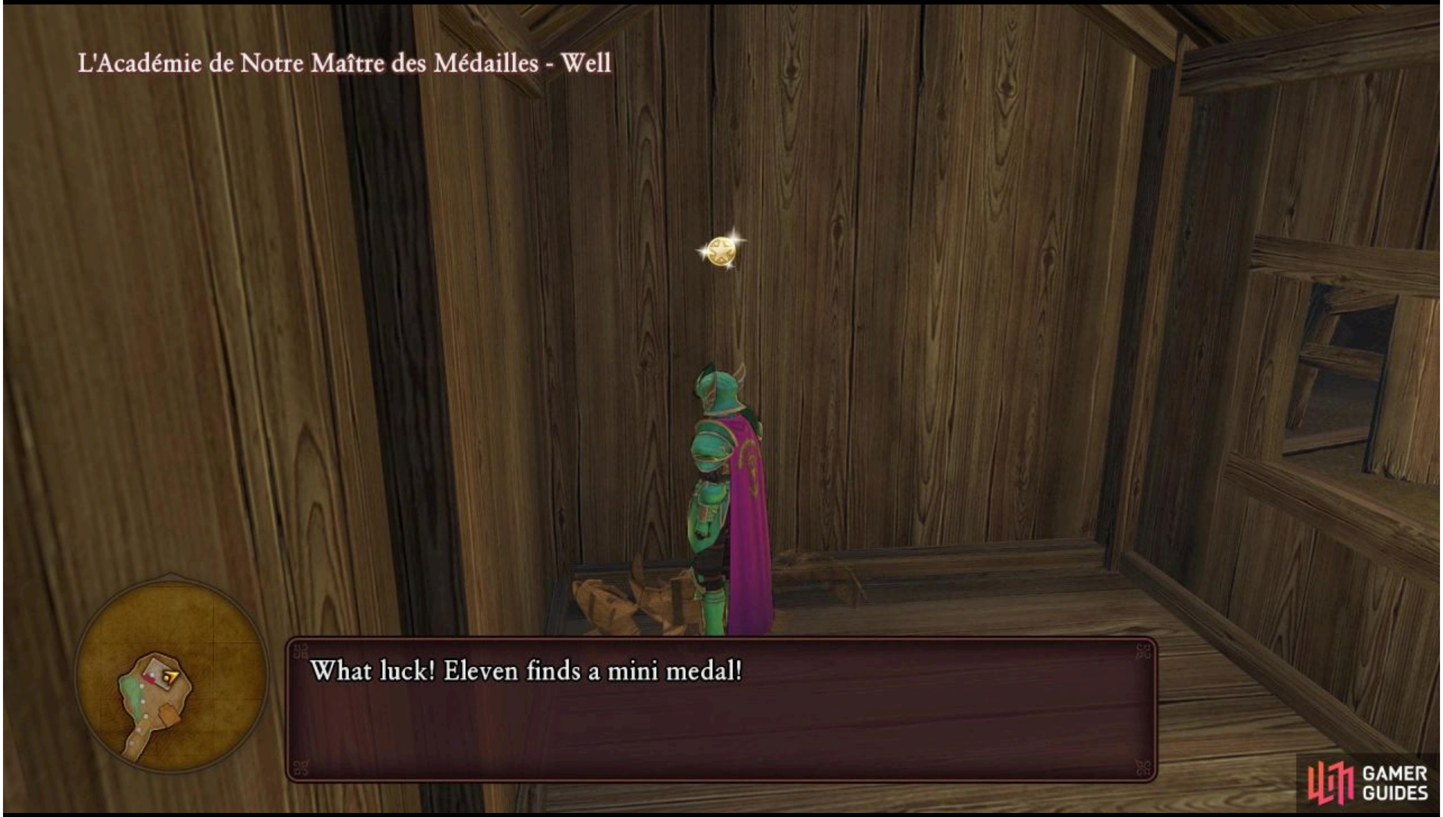
What luck! Eleven finds a mini medal!

6 Location of Mini Medal 28


Southern Champs Sauvage

What luck! Eleven finds a mini medal!

⑦ Location of Mini Medal 29


L'Académie de Notre Maître des Médailles - Well

What luck! Eleven finds a mini medal!

⑧ Location of Mini Medal 30

(Mini Medal #31) Inside L'Academie de Notre Maitre des Medailles, go to the dormitories on the second floor and in one of the rooms, you can search a cabinet to find a Mini Medal.

(Mini Medal #32) Inside L'Academie de Notre Maitre des Medailles, go into the principal's office on the first floor and break the pots there to find this Mini Medal.

(Mini Medals #33-35) You will be rewarded with three Mini Medals upon completing **Quest 19 Making Things Right**.

(Mini Medal #36) Located in a chest in the Eerie Eyrie. It is on a ledge that requires the Rotten Eggoskeleton mount, along the main stream that's past the initial caves.

(Mini Medal #37) In Phnom Nonh, head to the house that is east of the armor shop. On the top floor, you can find a pot that has the Mini Medal.

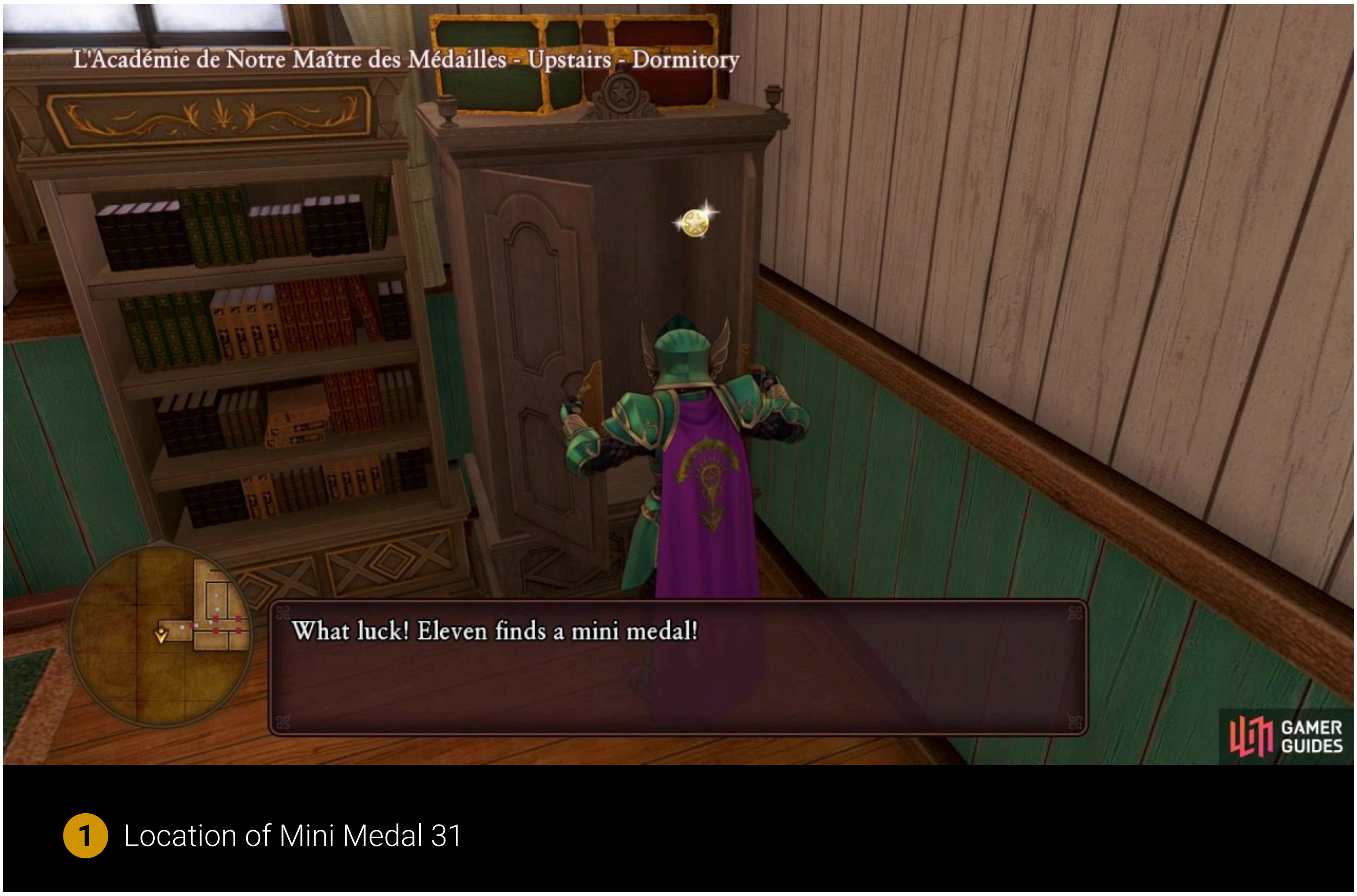
(Mini Medal #38) You will find this one in The Other Side dungeon. In the Cursed Cloisters section, the lower level, there will be a chest that has the Mini Medal.

(Mini Medal #39) Behind the Magic Key door in Gallopolis, break the pots there to find this Mini Medal.

(Mini Medal #40) Behind the Magic Key door in Gondolia, break the pot in that room for this Mini Medal.

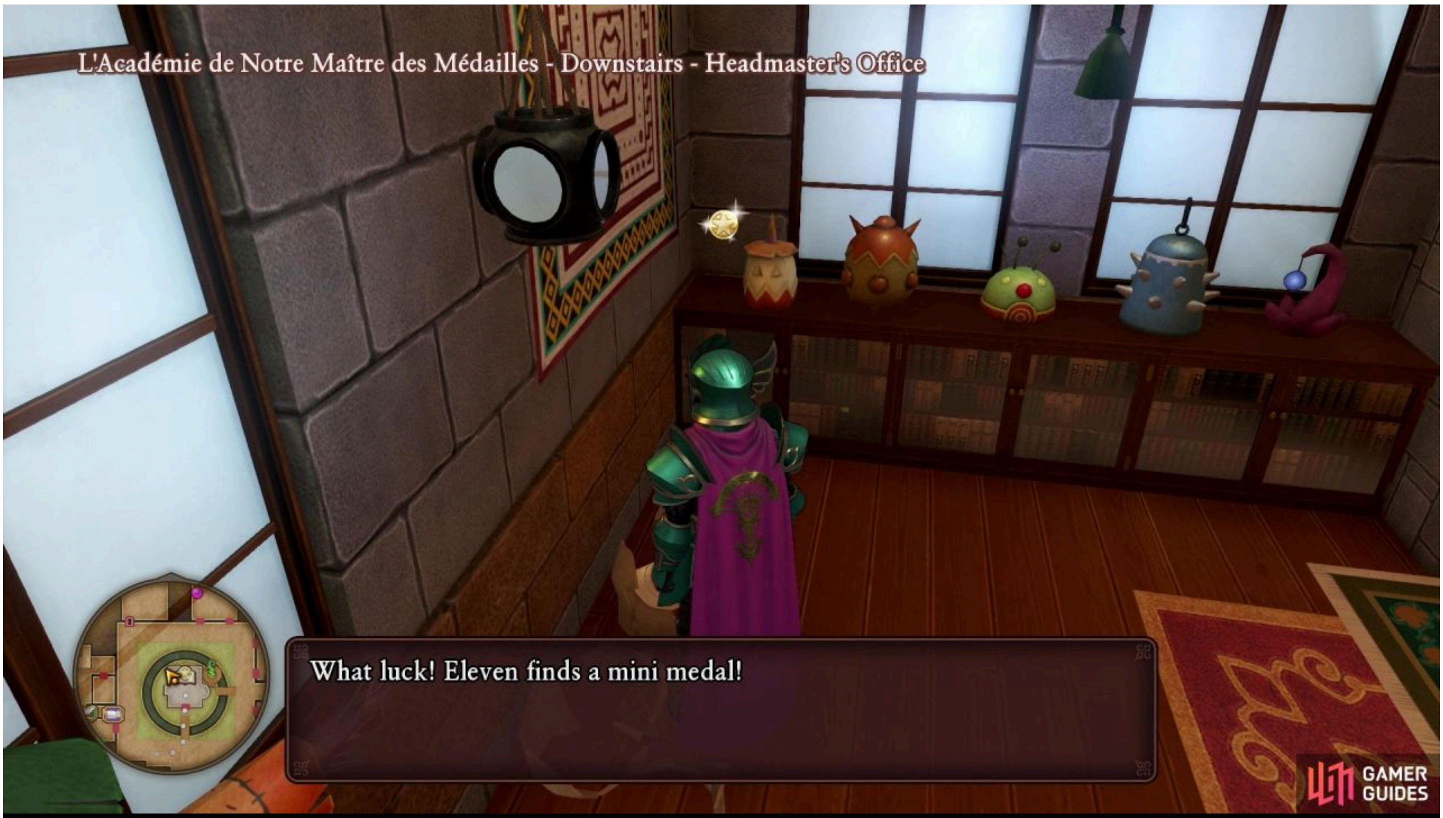
(Mini Medals #41-43) In the Dundrasil Region, there is a small tower that is locked and requires the Magic Key. Inside this little tower is a chest that contains three Mini Medals.

(Mini Medal #44) Behind the Magic Key door in Lonalulu, break the barrels to find a Mini Medal.


L'Académie de Notre Maître des Médailles - Upstairs - Dormitory

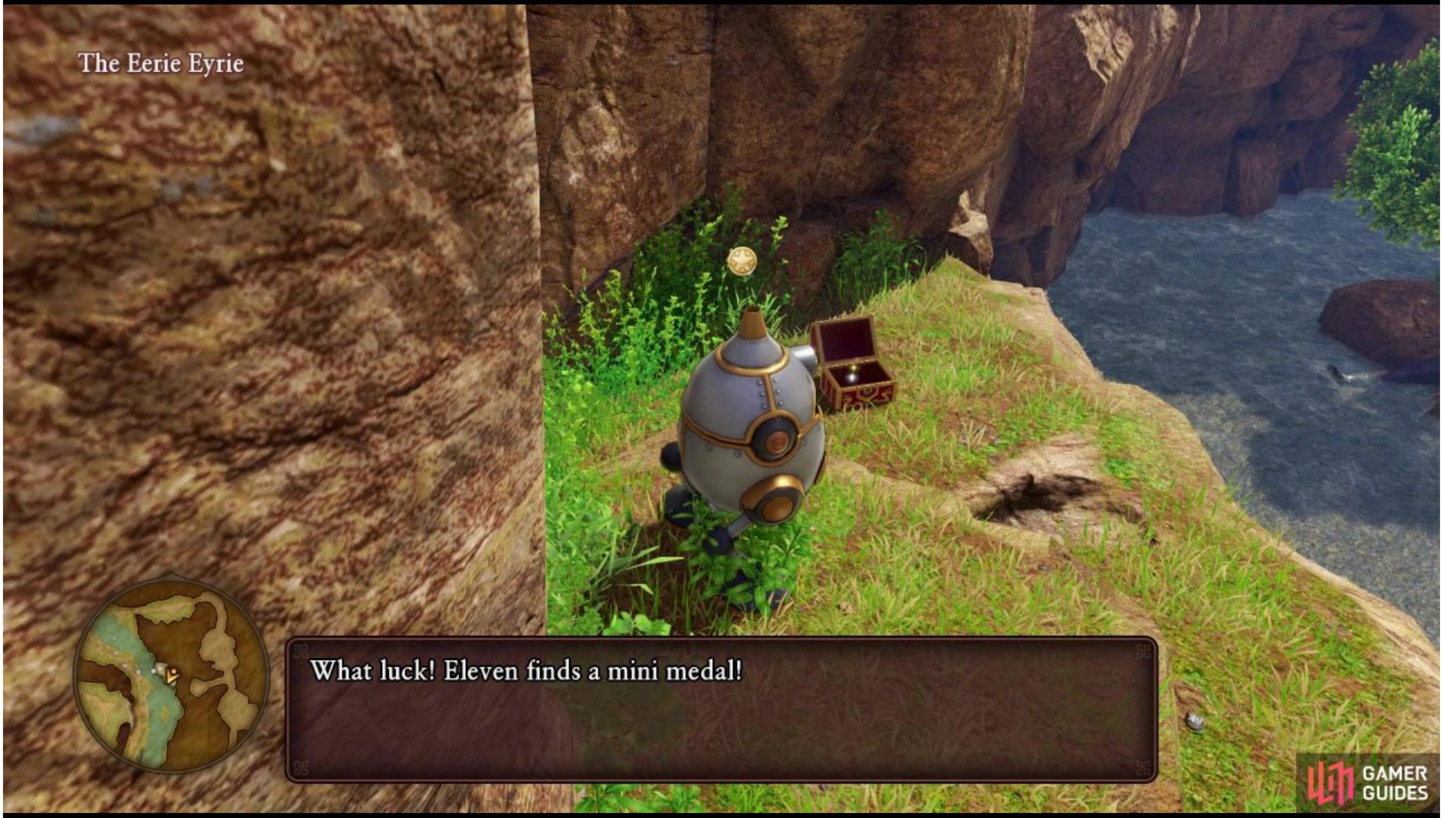
What luck! Eleven finds a mini medal!

1 Location of Mini Medal 31


L'Académie de Notre Maître des Médailles - Downstairs - Headmaster's Office
GAMER GUIDES

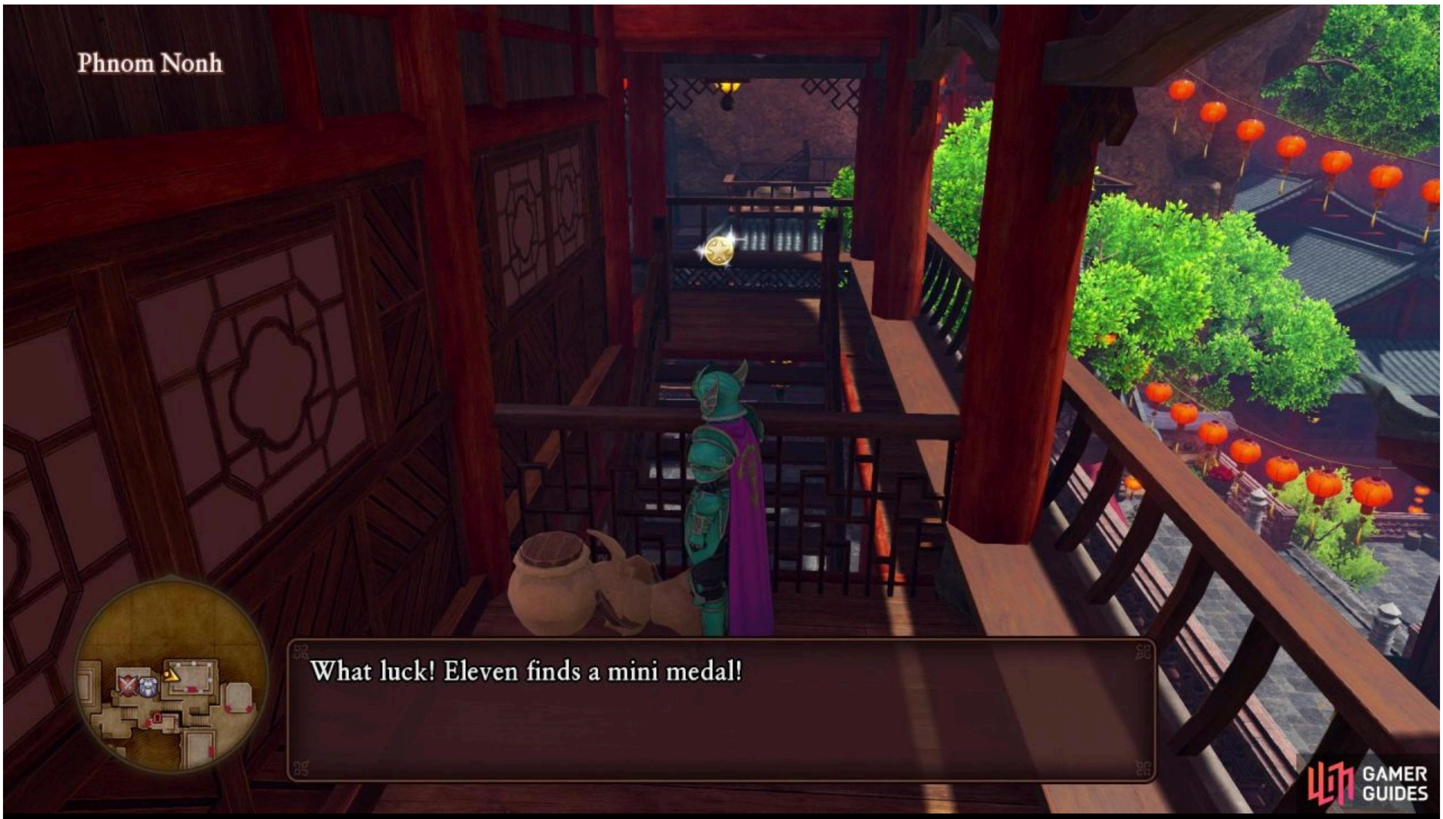
What luck! Eleven finds a mini medal!

2 Location of Mini Medal 32


The Eerie Eyrie
GAMER GUIDES

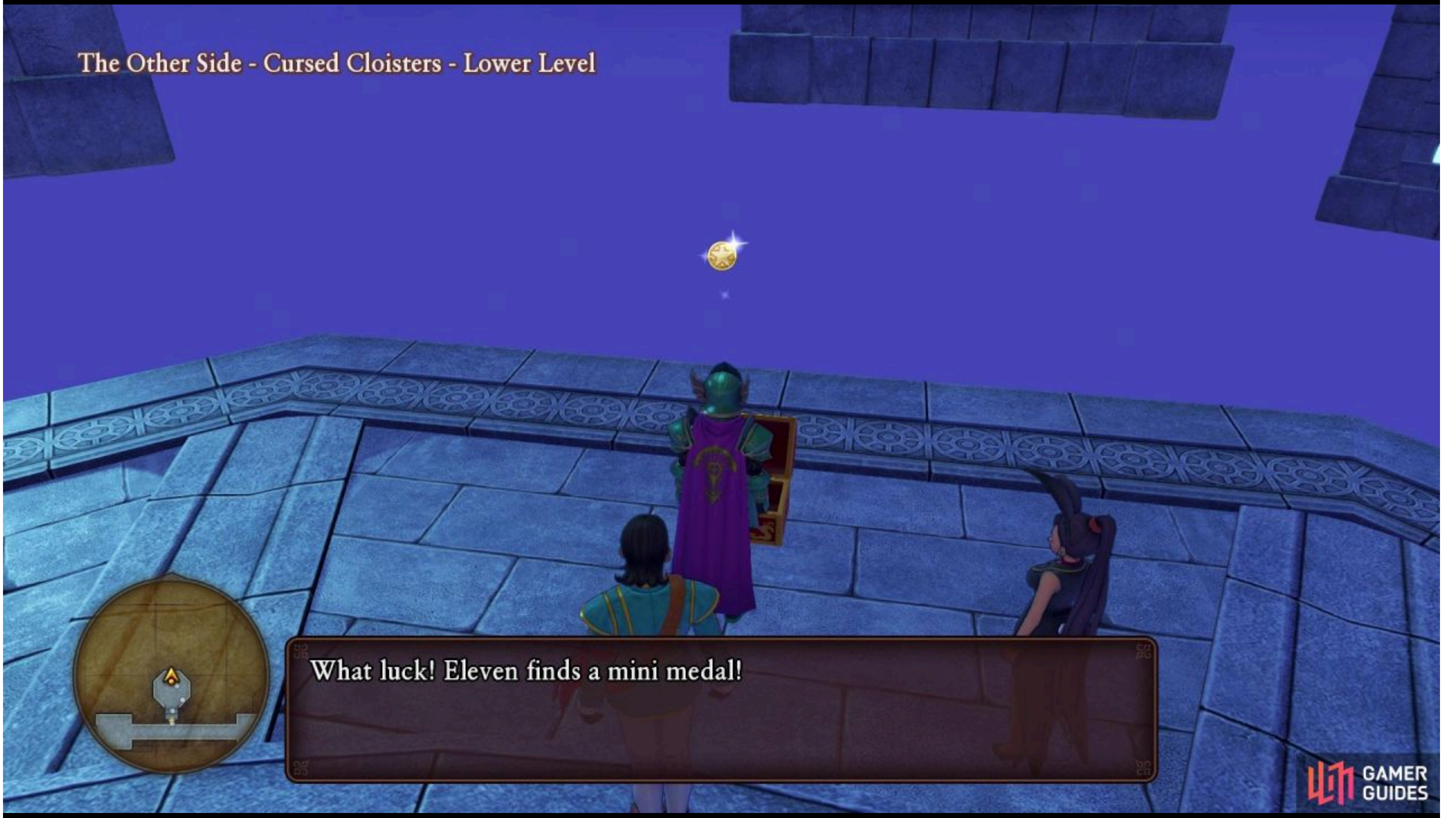
What luck! Eleven finds a mini medal!

3 Location of Mini Medal 36


Phnom Nonh

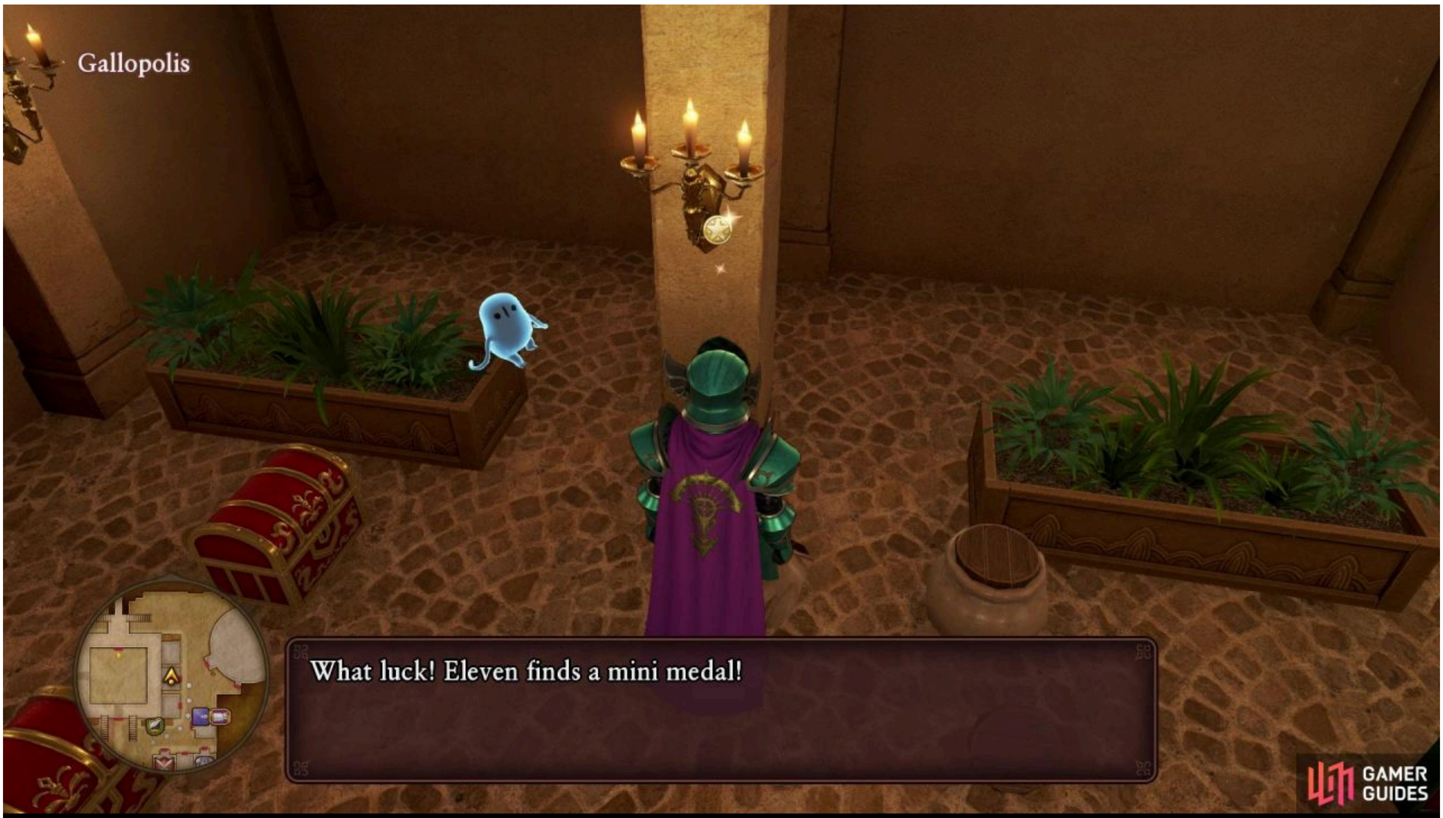
What luck! Eleven finds a mini medal!

4 Location of Mini Medal 37


The Other Side - Cursed Cloisters - Lower Level

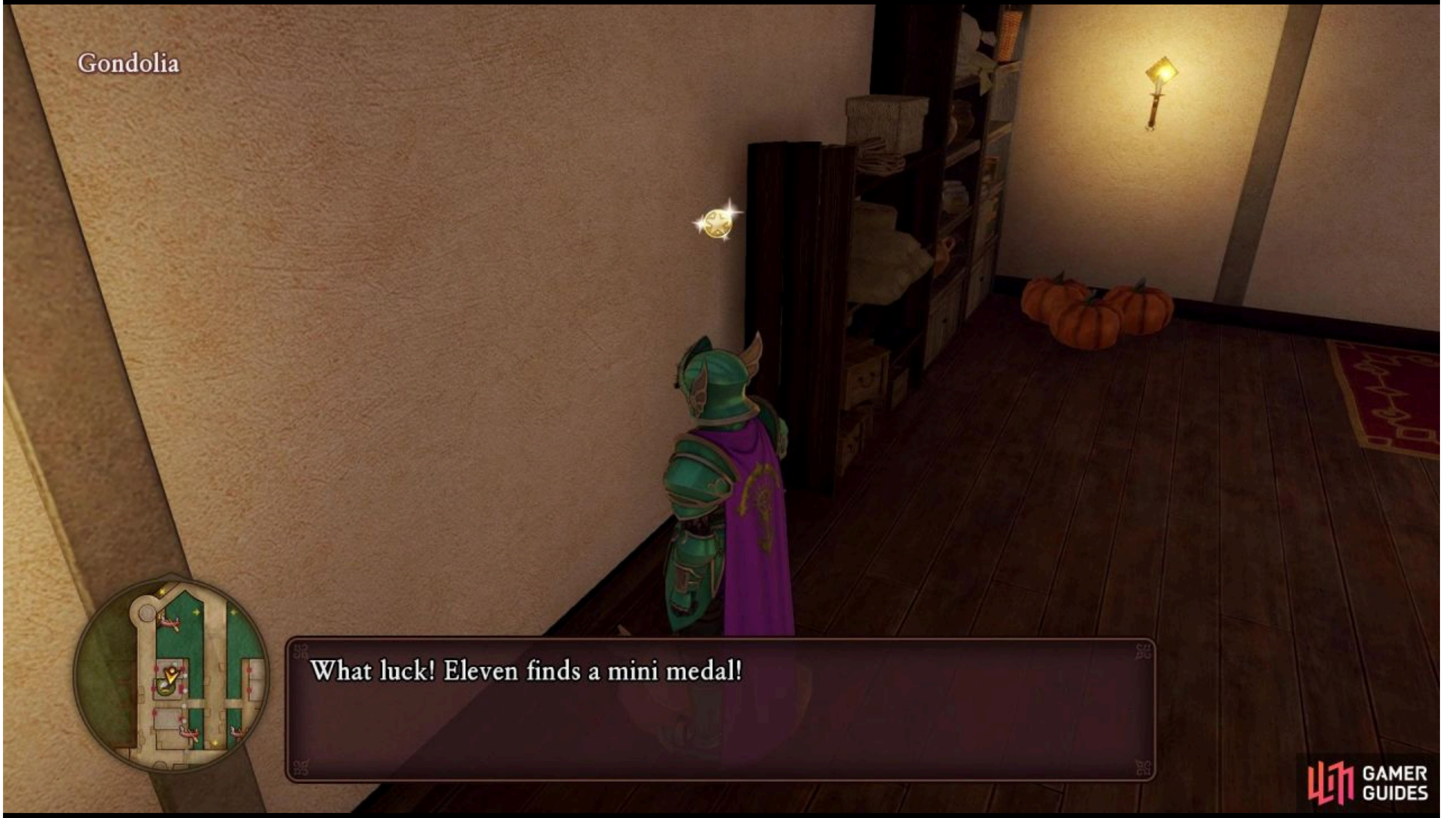
What luck! Eleven finds a mini medal!

5 Location of Mini Medal 38


Gallopolis
GAMER GUIDES

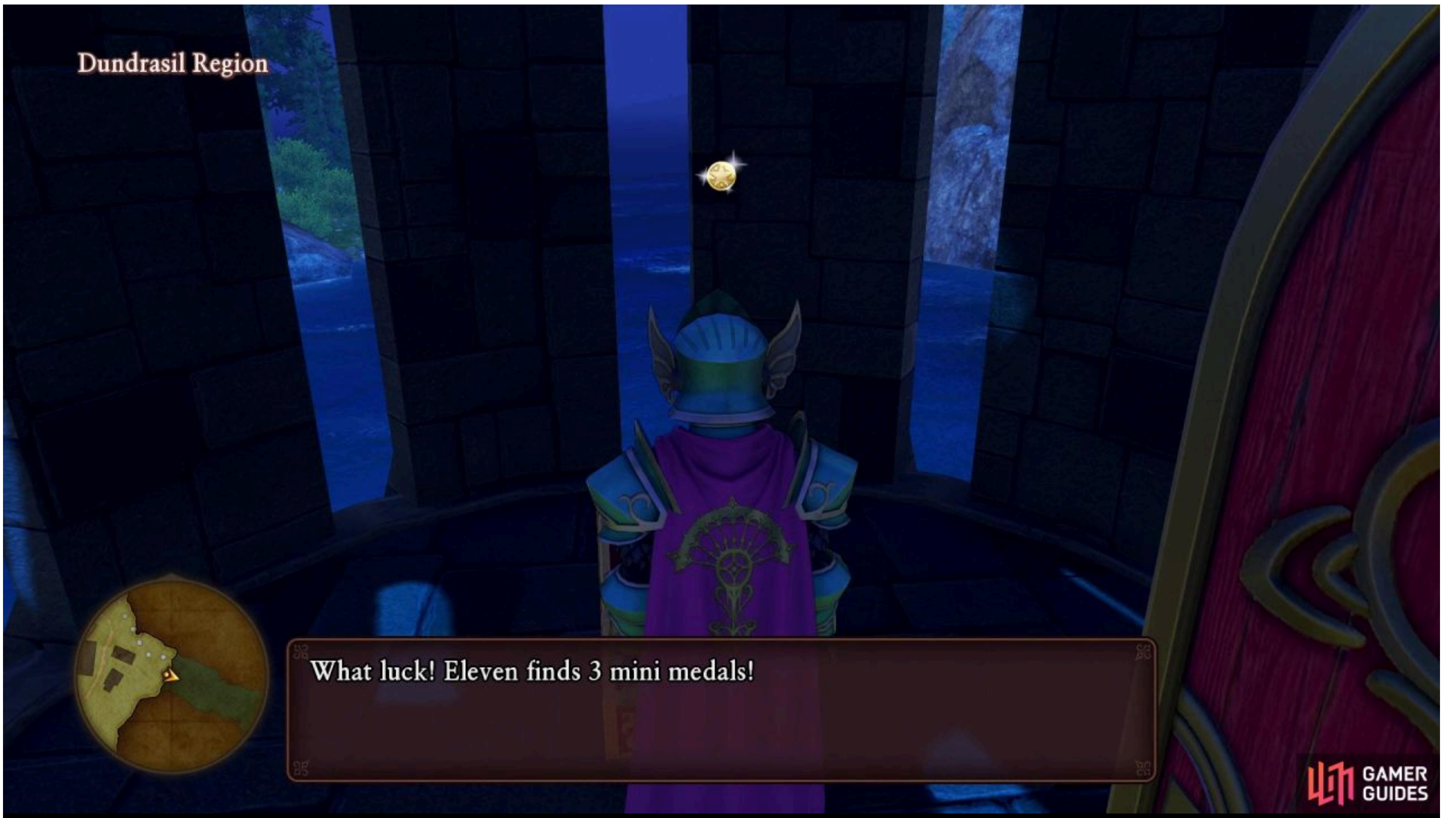
What luck! Eleven finds a mini medal!

6 Location of Mini Medal 39


Gondolia
GAMER GUIDES

What luck! Eleven finds a mini medal!

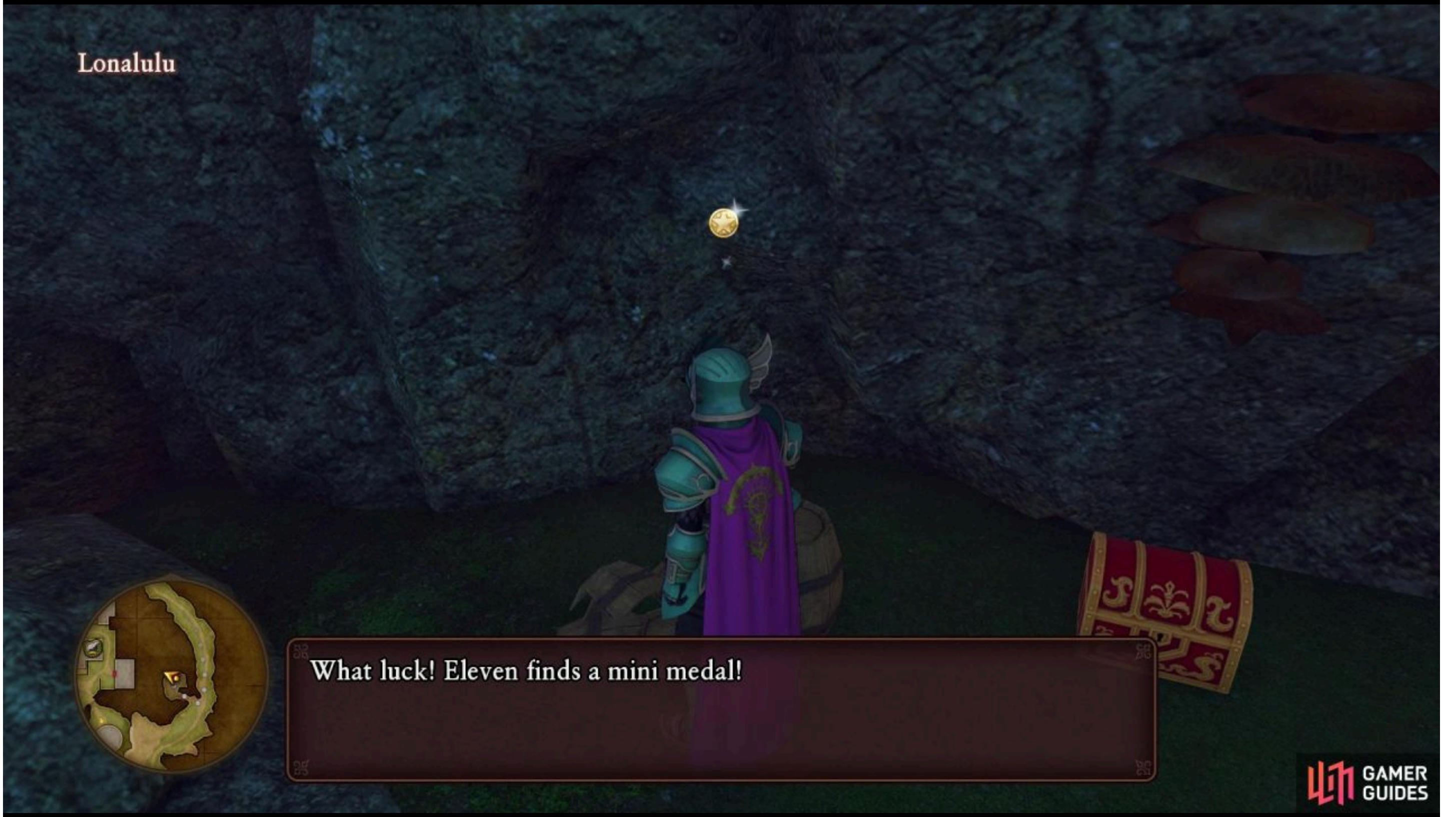
7 Location of Mini Medal 40


Dundrasil Region

What luck! Eleven finds 3 mini medals!

GAMER GUIDES

8 Location of Mini Medals 41-43


Lonalulu

What luck! Eleven finds a mini medal!

GAMER GUIDES

9 Location of Mini Medal 44

(Mini Medal #45) Behind the Magic Key door in L'Academie de Notre Maitre des Medailles, you will find some pots, one of which will contain a Mini Medal.

(Mini Medal #46) This one is found on Insula Centralis, which is accessible once you get Lorelei's Harp from the events in Lonalulu. East of Insula Borealis is a light you can use to reach the little area with this island. Once on the island, check the one tree near the dock to find a slightly hidden chest with the Mini Medal.

(Mini Medal #47) Inside the Sniflheim Region area, there is a small cabin at a dead end that has a chest with the Mini Medal.

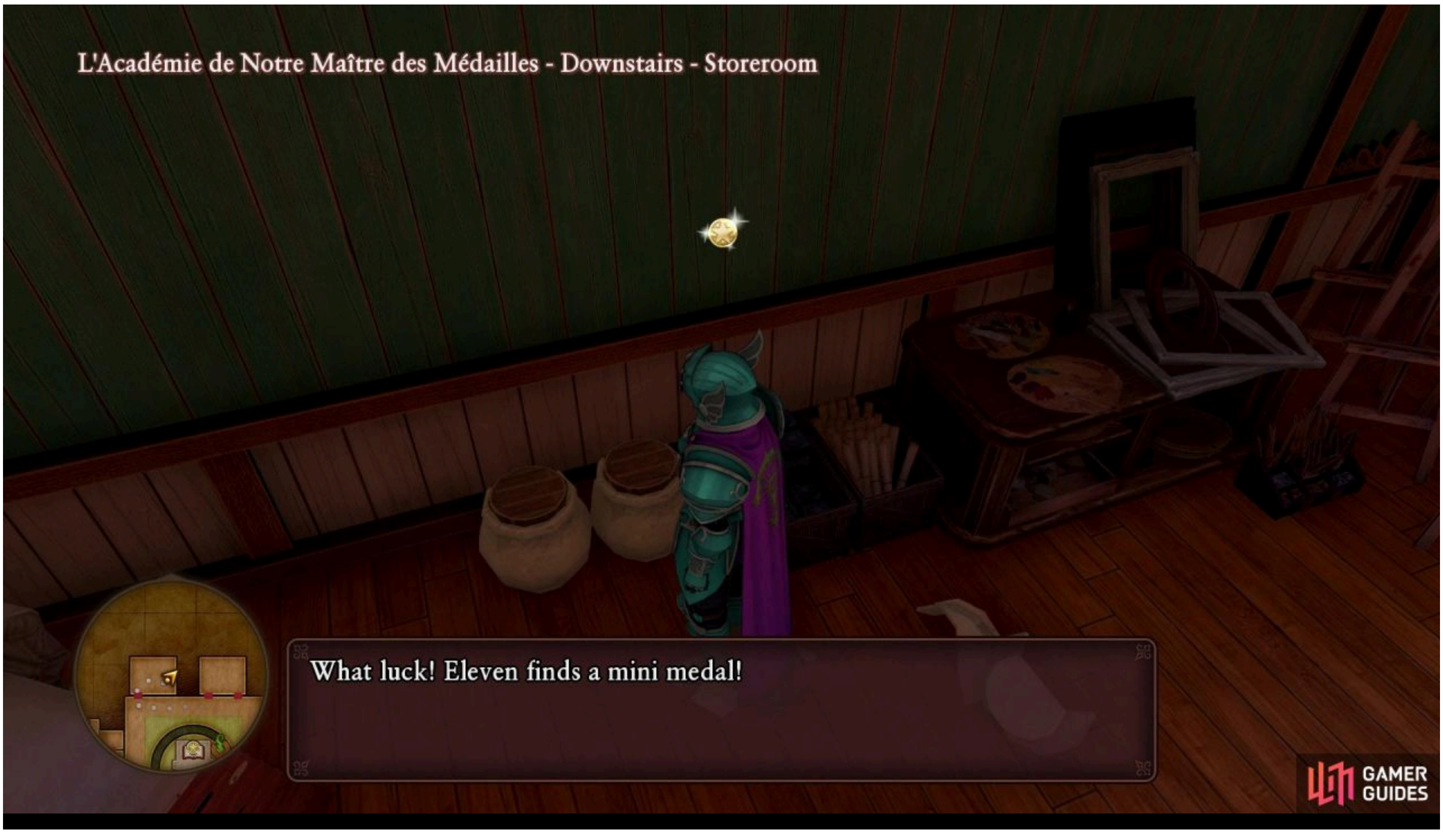
(Mini Medal #48) This one is on the Snaerfelt. It is in a chest on top of one of the archways that is north of the camp.

(Mini Medal #49) After thawing out Sniflheim, go into the castle and in the basement. There will be a pot there that you can break for a Mini Medal.

(Mini Medal #50) After thawing out Sniflheim, go to the inn and near it will be some stalls. Slightly hidden behind one of the stalls is a chest that has the Mini Medal.

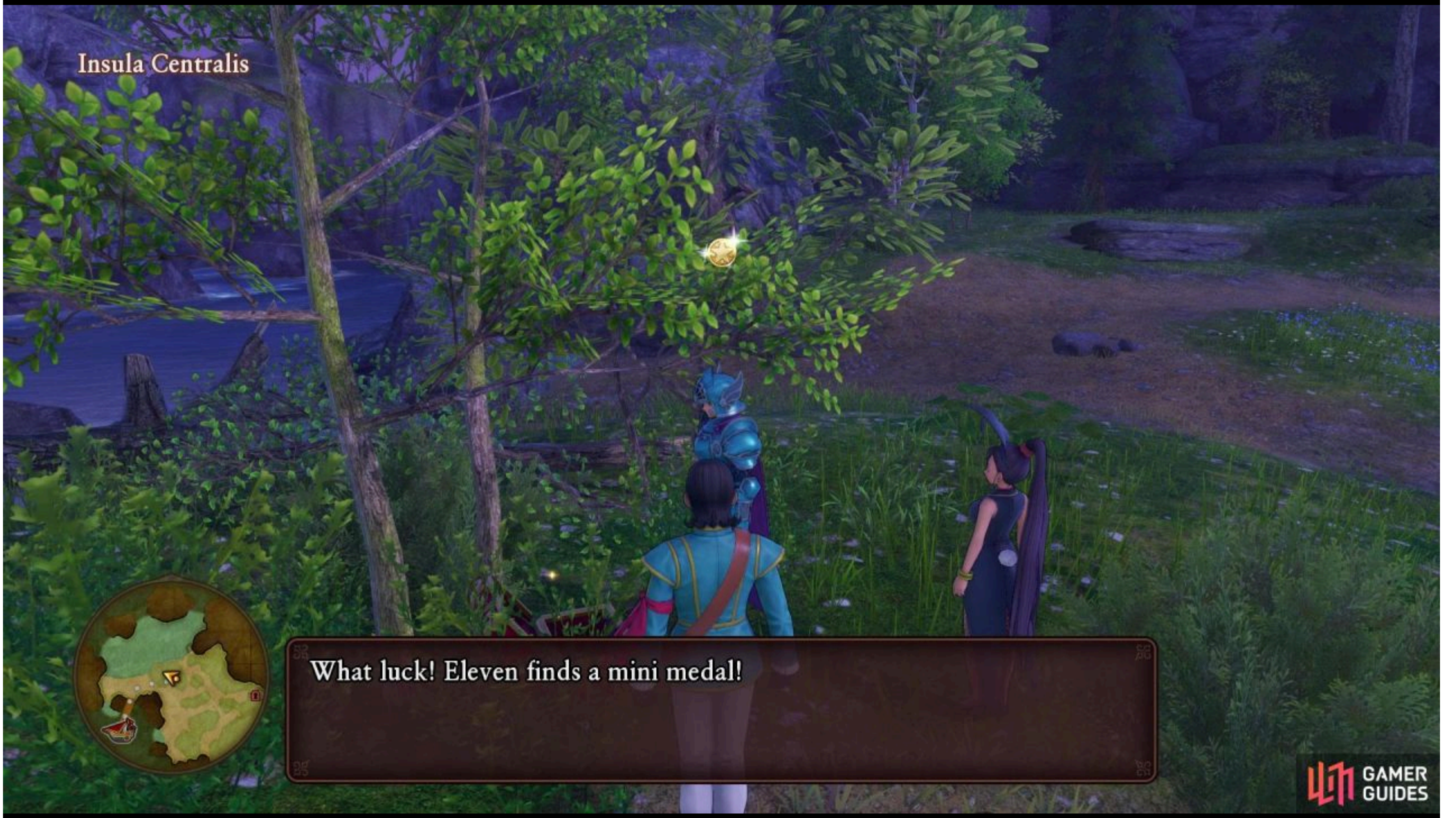
(Mini Medal #51) This one is located in the Viking Hideout that is accessible in the same area as Sniflheim (you have to sail there). Near the entrance, there should be some barrels you can break that has a Mini Medal.

(Mini Medal #52) As you use the Eggoskeleton to jump up the cliffs in the western portion of the Arborian Highlands, you will come across a chest with the Mini Medal.


L'Académie de Notre Maître des Médailles - Downstairs - Storeroom
GAMER GUIDES

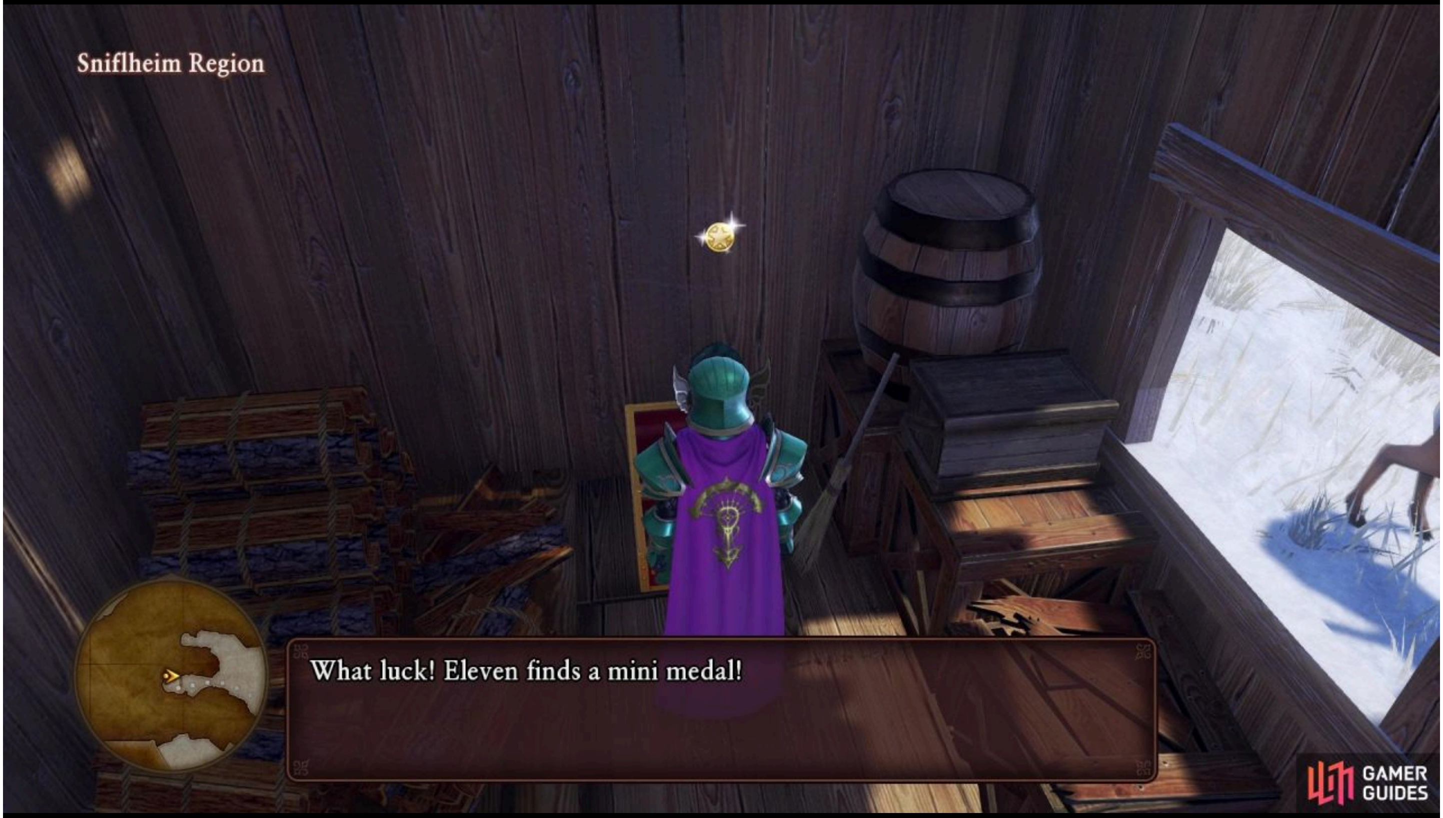
What luck! Eleven finds a mini medal!

① Location of Mini Medal 45


Insula Centralis
GAMER GUIDES

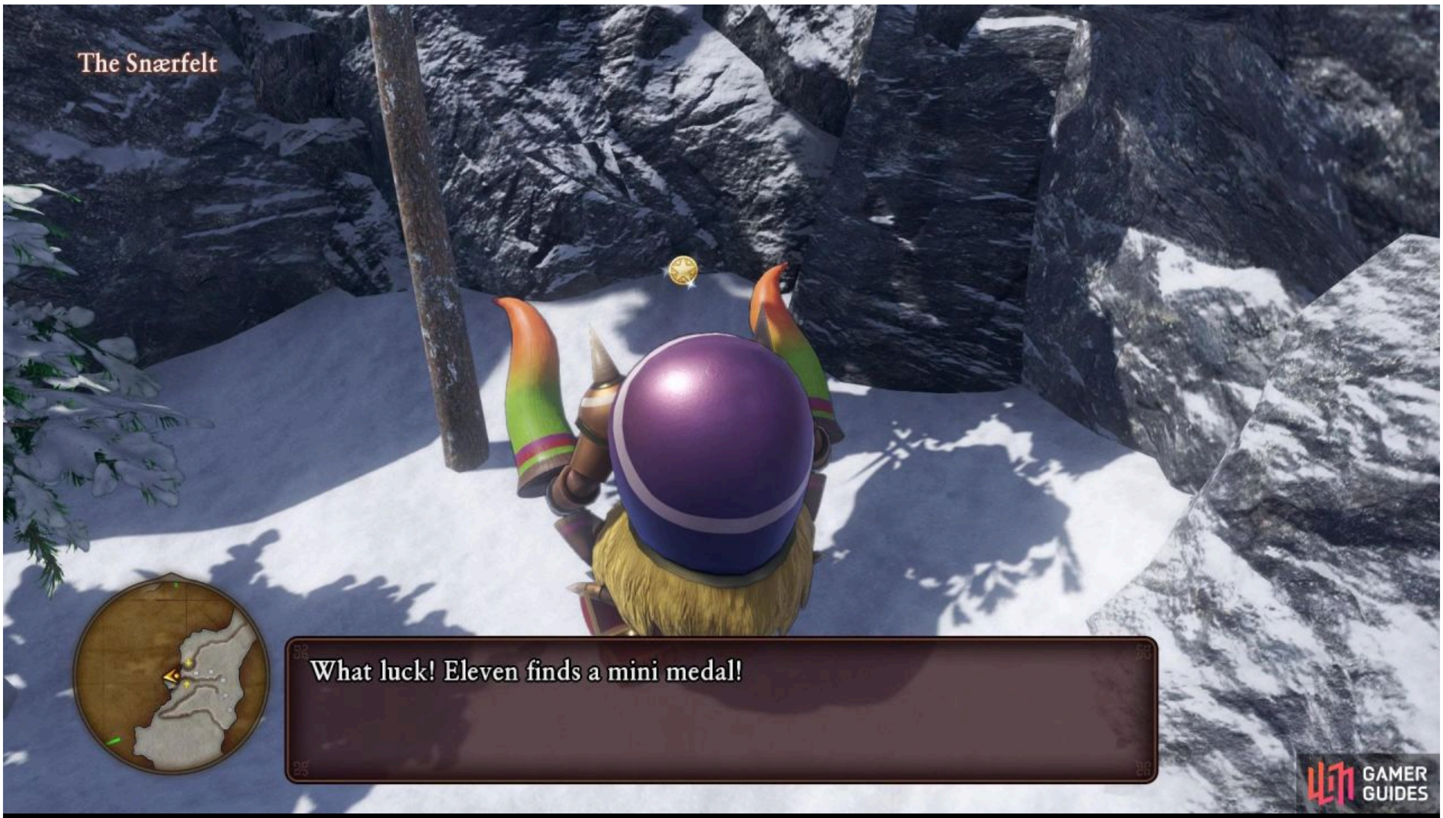
What luck! Eleven finds a mini medal!

② Location of Mini Medal 46


Sniflheim Region
GAMER GUIDES

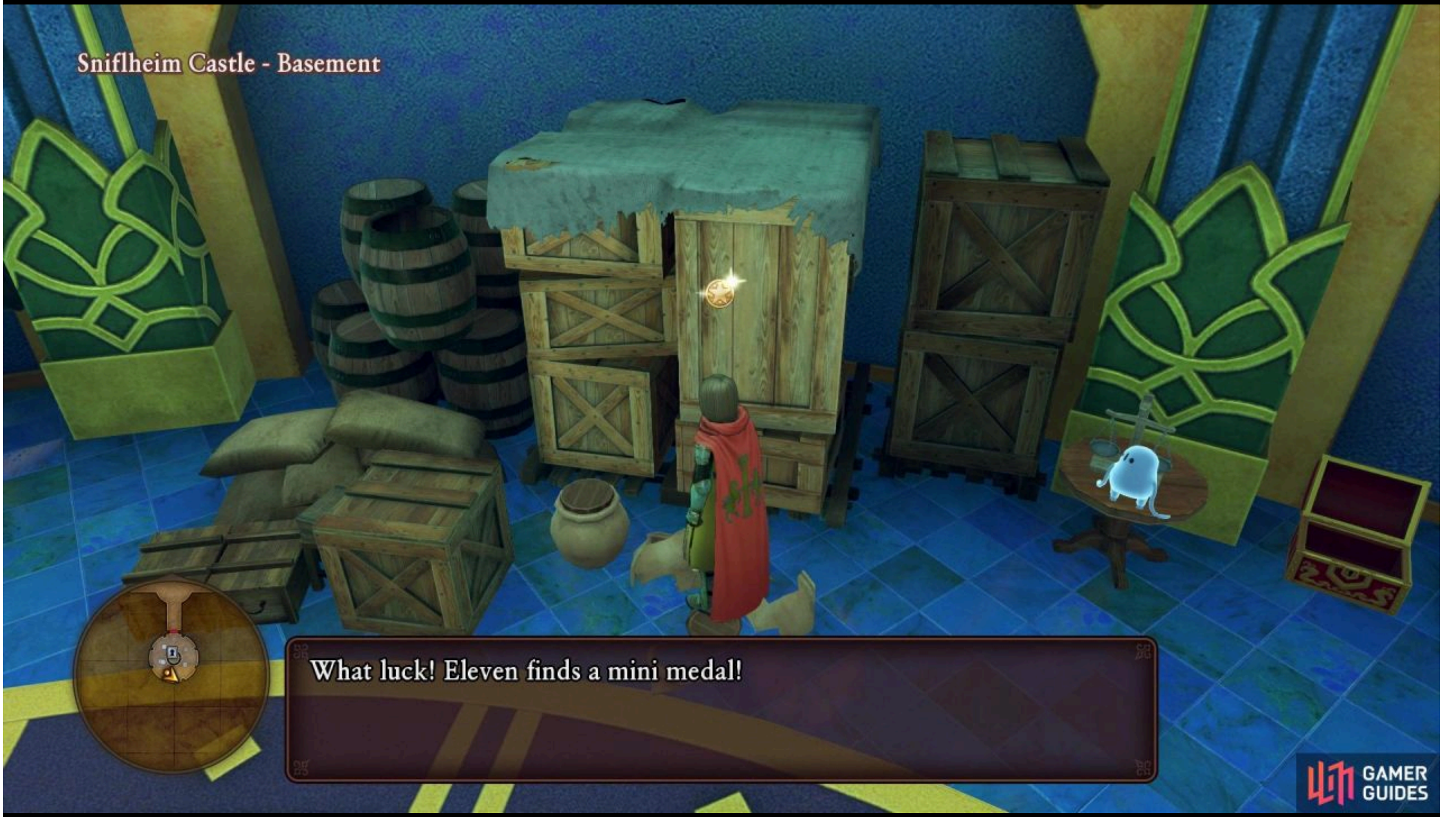
What luck! Eleven finds a mini medal!

③ Location of Mini Medal 47


The Snærfelt
GAMER GUIDES

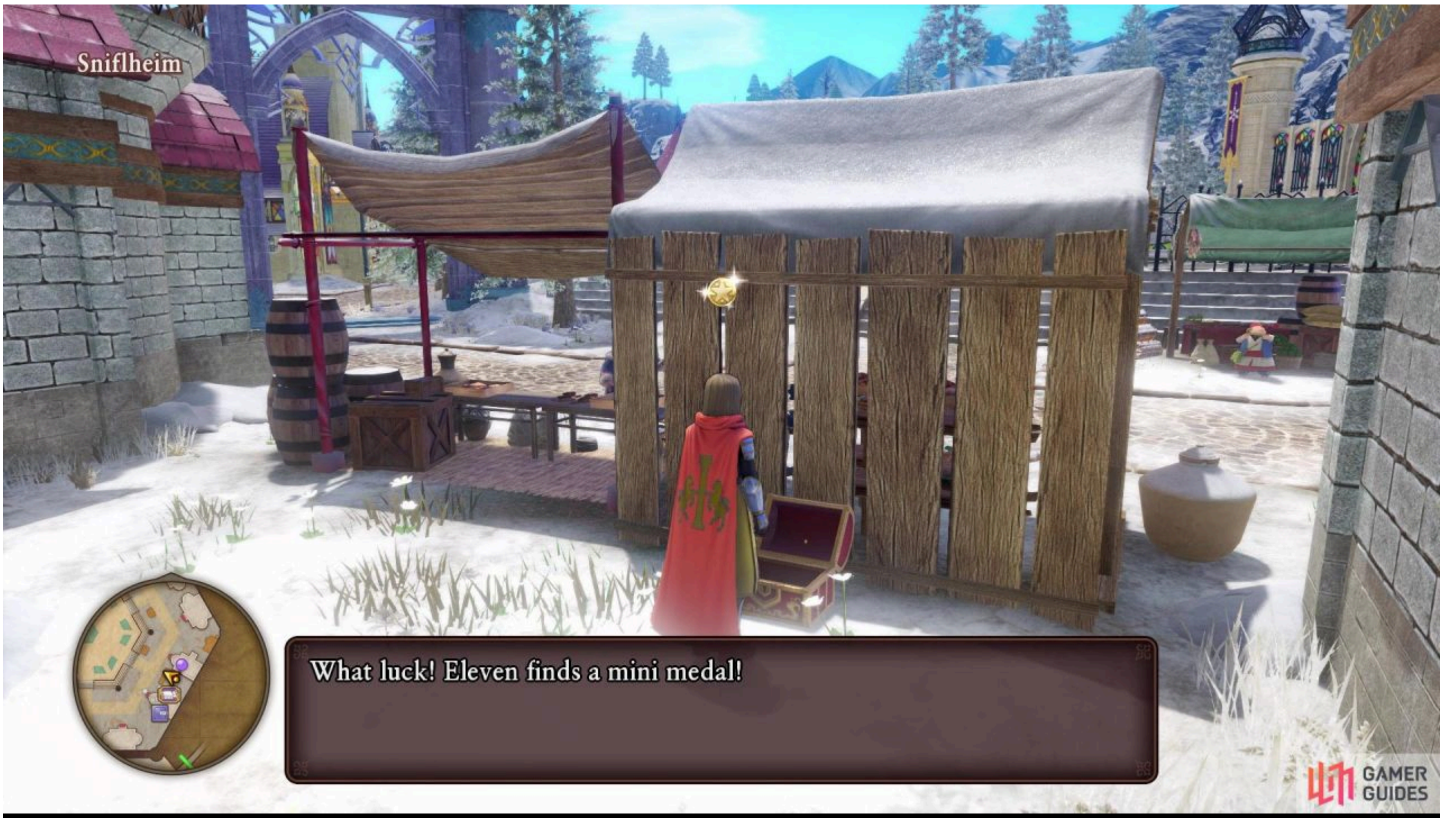
What luck! Eleven finds a mini medal!

4 Location of Mini Medal 48


Sniflheim Castle - Basement
GAMER GUIDES

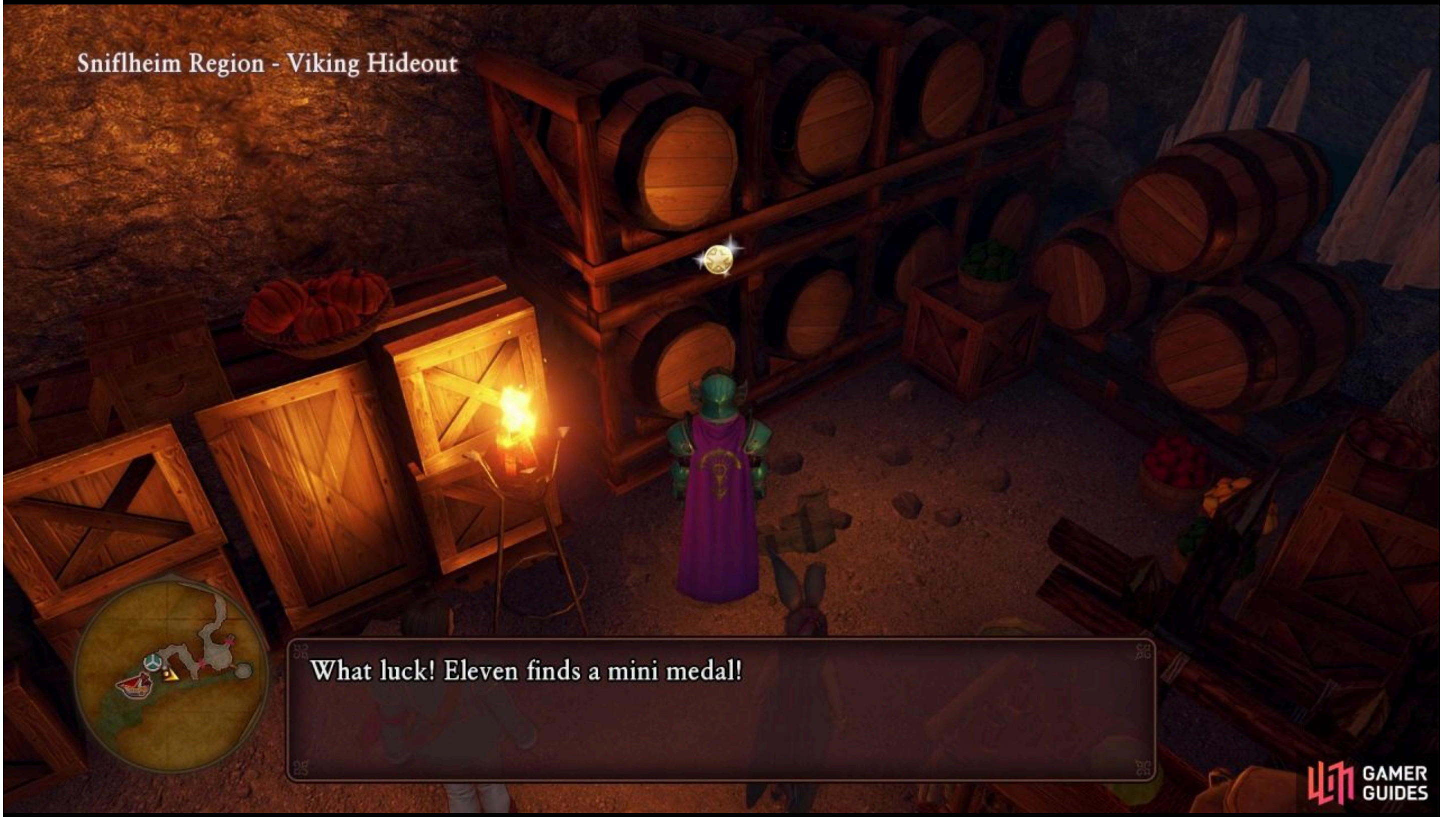
What luck! Eleven finds a mini medal!

5 Location of Mini Medal 49


Sniflheim
GAMER GUIDES

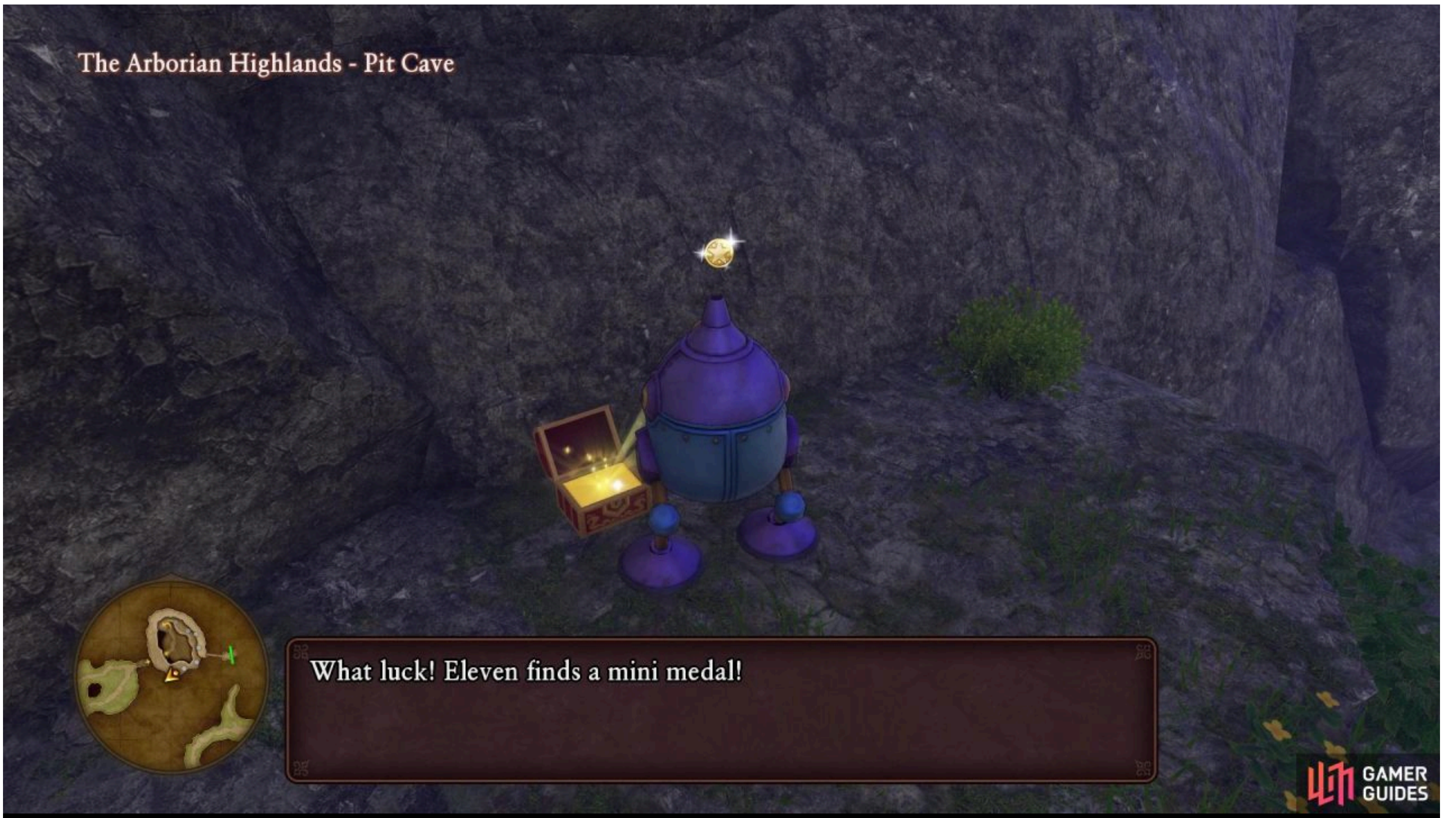
What luck! Eleven finds a mini medal!

6 Location of Mini Medal 50


Sniflheim Region - Viking Hideout
GAMER GUIDES

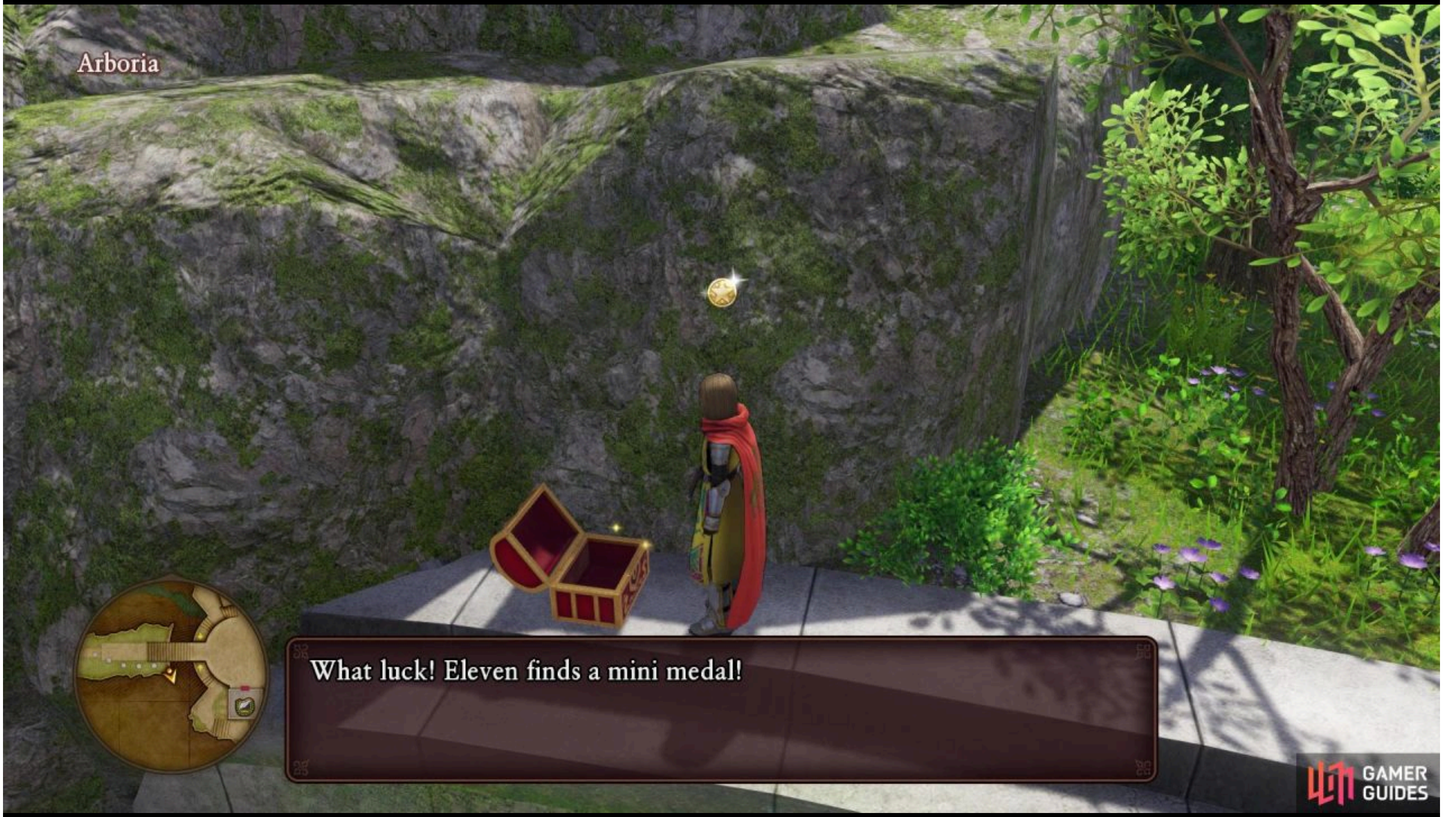
What luck! Eleven finds a mini medal!

7 Location of Mini Medal 51


The Arborian Highlands - Pit Cave
GAMER GUIDES

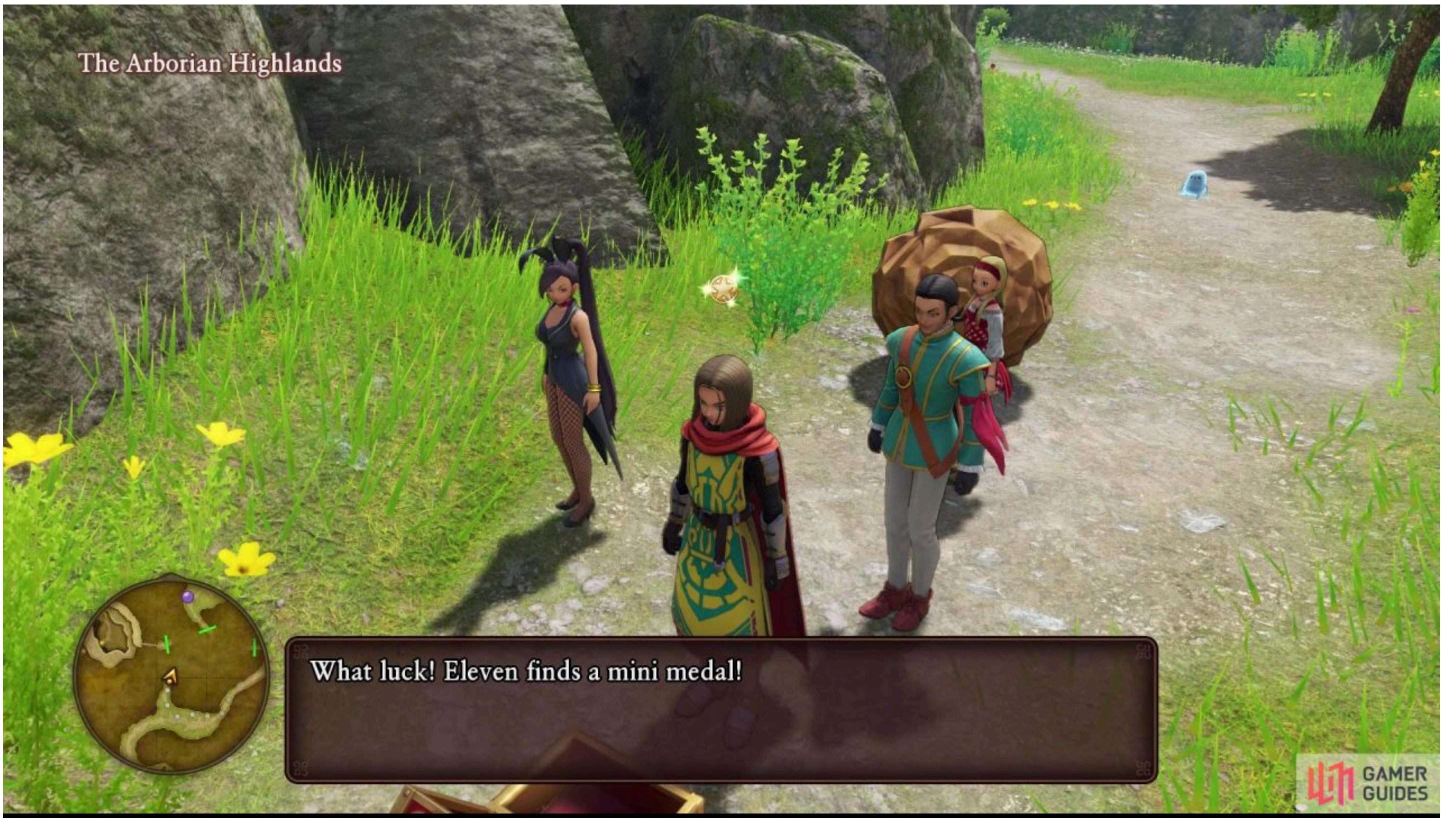
What luck! Eleven finds a mini medal!

8 Location of Mini Medal 52


Arboria
GAMER GUIDES

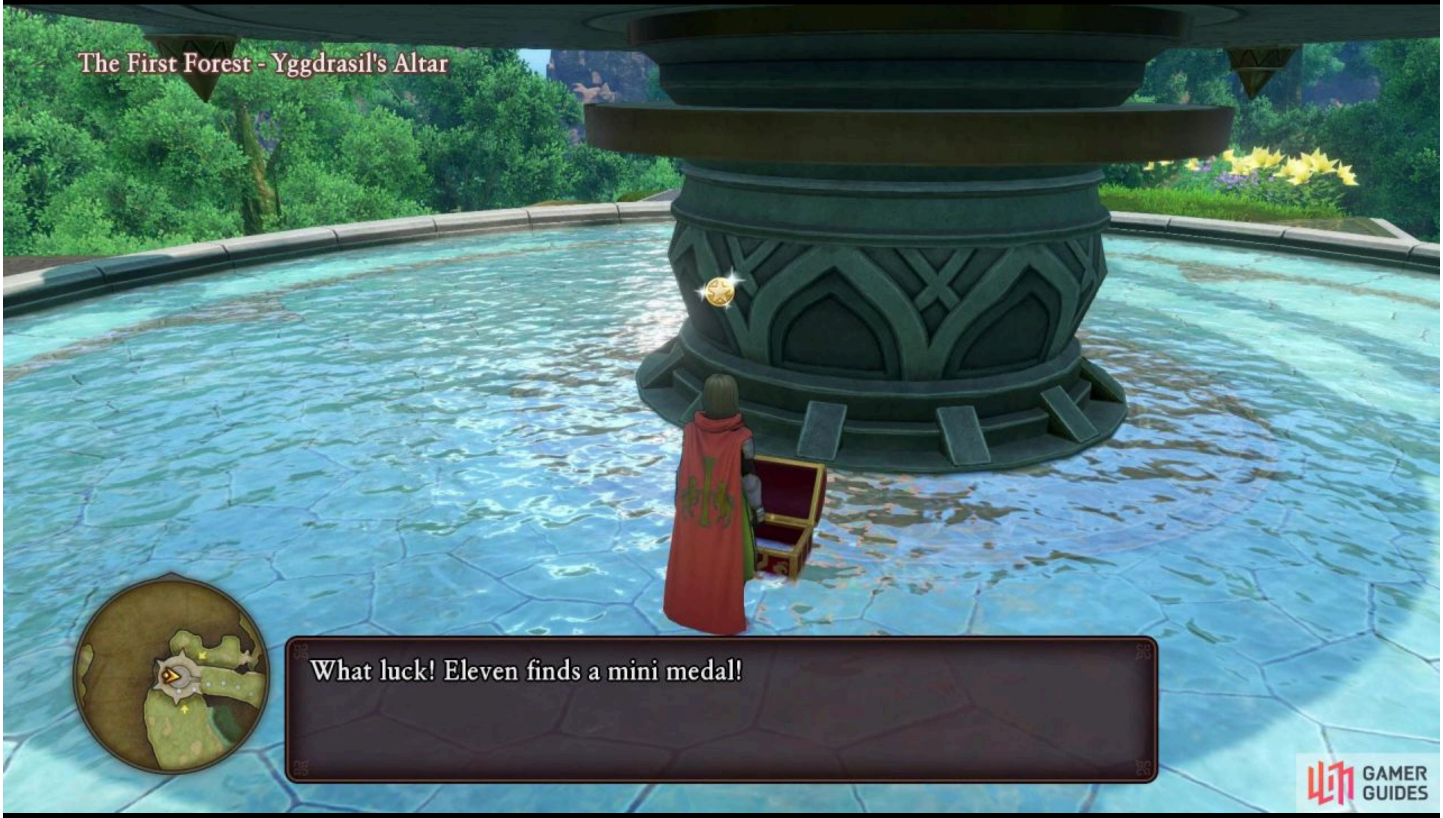
What luck! Eleven finds a mini medal!

9 Location of Mini Medal 53


The Arborian Highlands
GAMER GUIDES

What luck! Eleven finds a mini medal!

⑩ Location of Mini Medal 54


The First Forest - Yggdrasil's Altar
GAMER GUIDES

What luck! Eleven finds a mini medal!

⑪ Location of Mini Medal 55

(Mini Medal #53) Look on the side of the stairs at the entrance to Arboria to find a chest with this Mini Medal.

(Mini Medal #54) This one is found in the eastern portion of the Arborian Highlands. At the first intersection, go north and there will be a chest with the Mini Medal.

(Mini Medal #55) In the First Forest, you will need to use the altar at the top to proceed with the story. Underneath that altar is a chest with the Mini Medal.

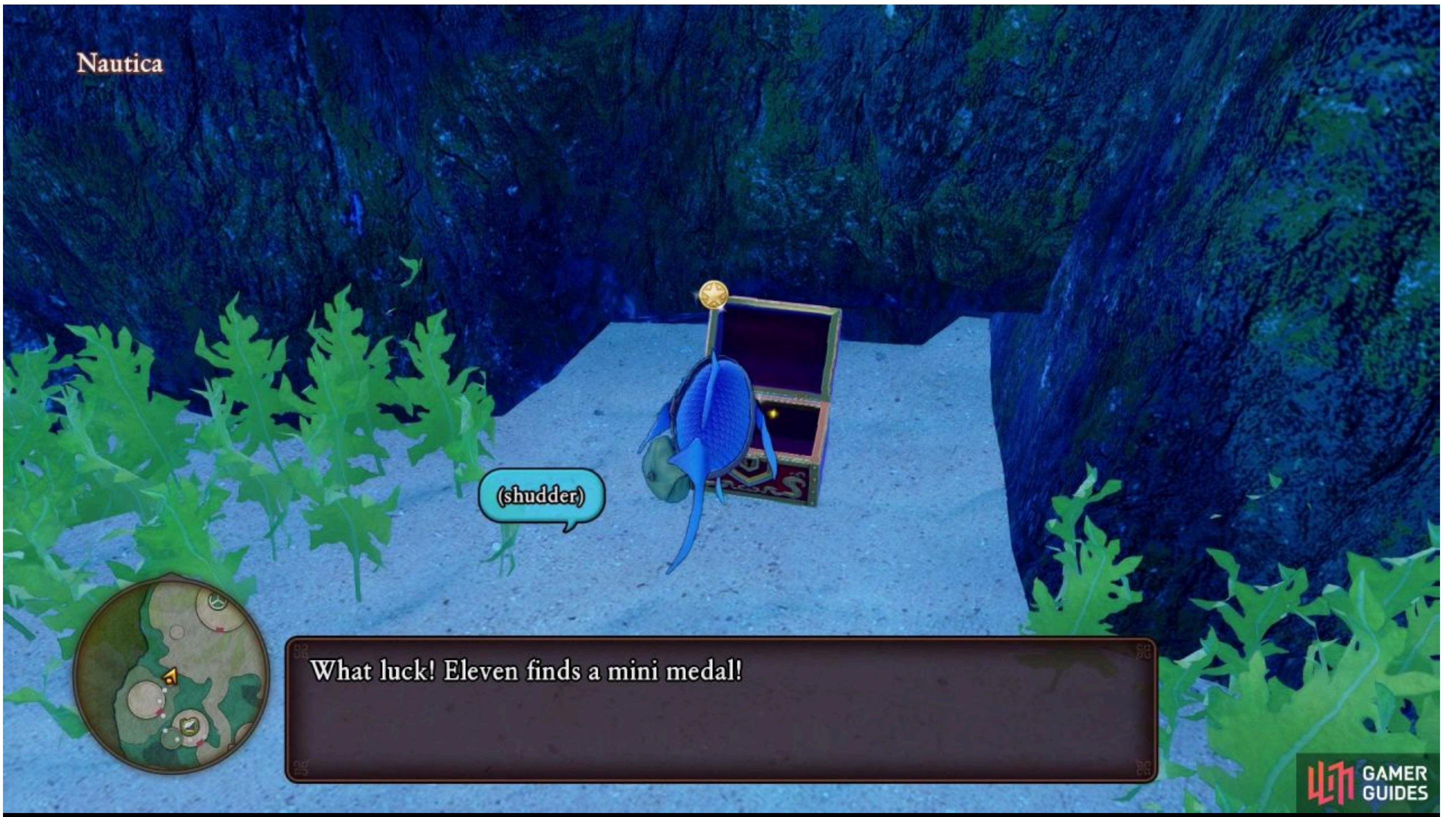
Mini Medals Locations (2)

:::note:
All of the Mini Medal locations below will be listed according to how you should probably find them in the main game.
:::

:::note:
The following list of Mini Medals are those found after the first portion of the game has concluded, which happens after the events surrounding Arboria.
:::

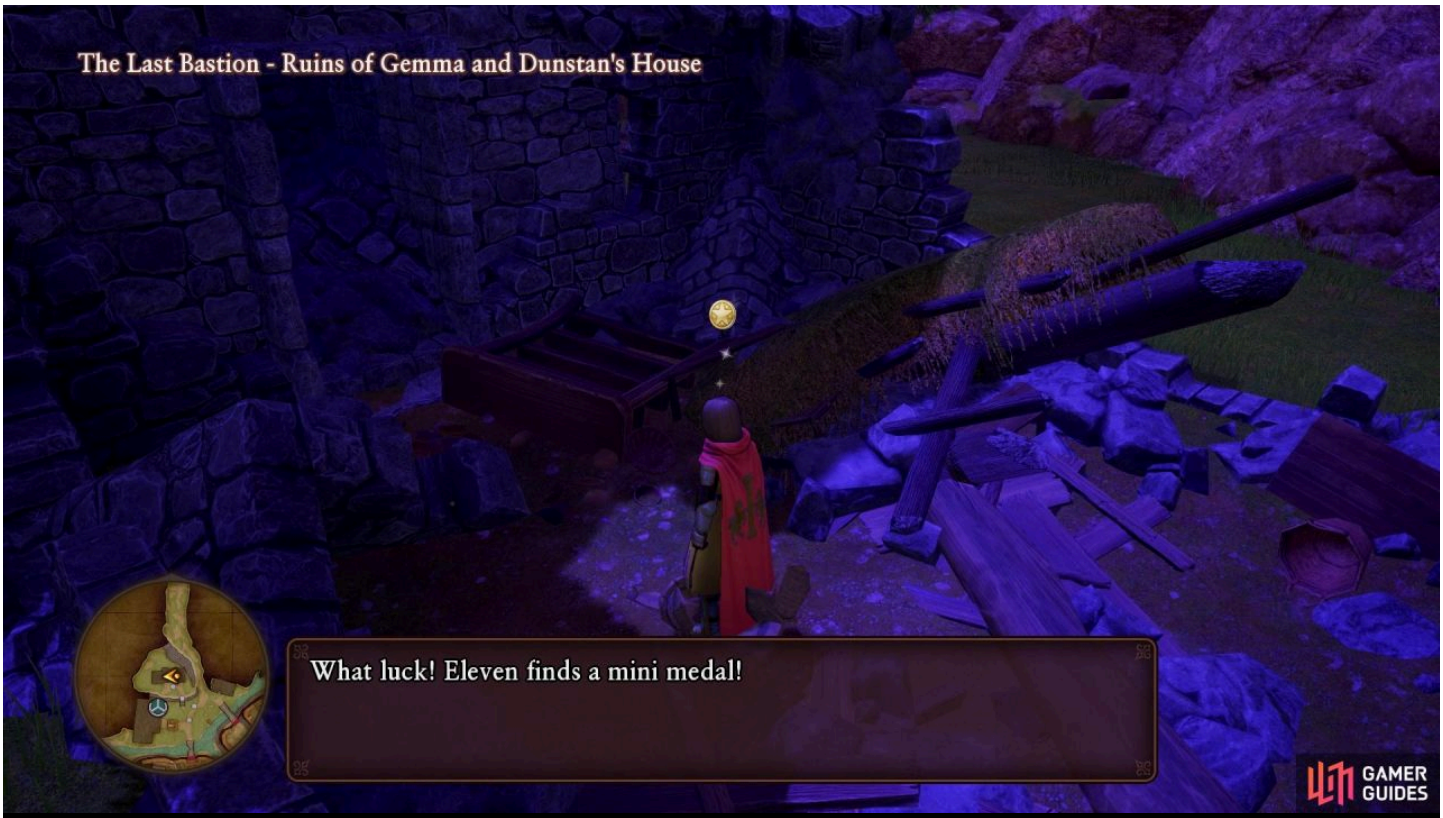
(Mini Medal #56) During the second portion of the game, you will be in Nautica and using a different means of exploring. North of the item shop will be a ledge you can get to, where you'll find a chest with the Mini Medal.

(Mini Medal #57) Located in Last Bastion, there is a barrel in one of the northern houses that's ruined. Break this barrel to find the Mini Medal.



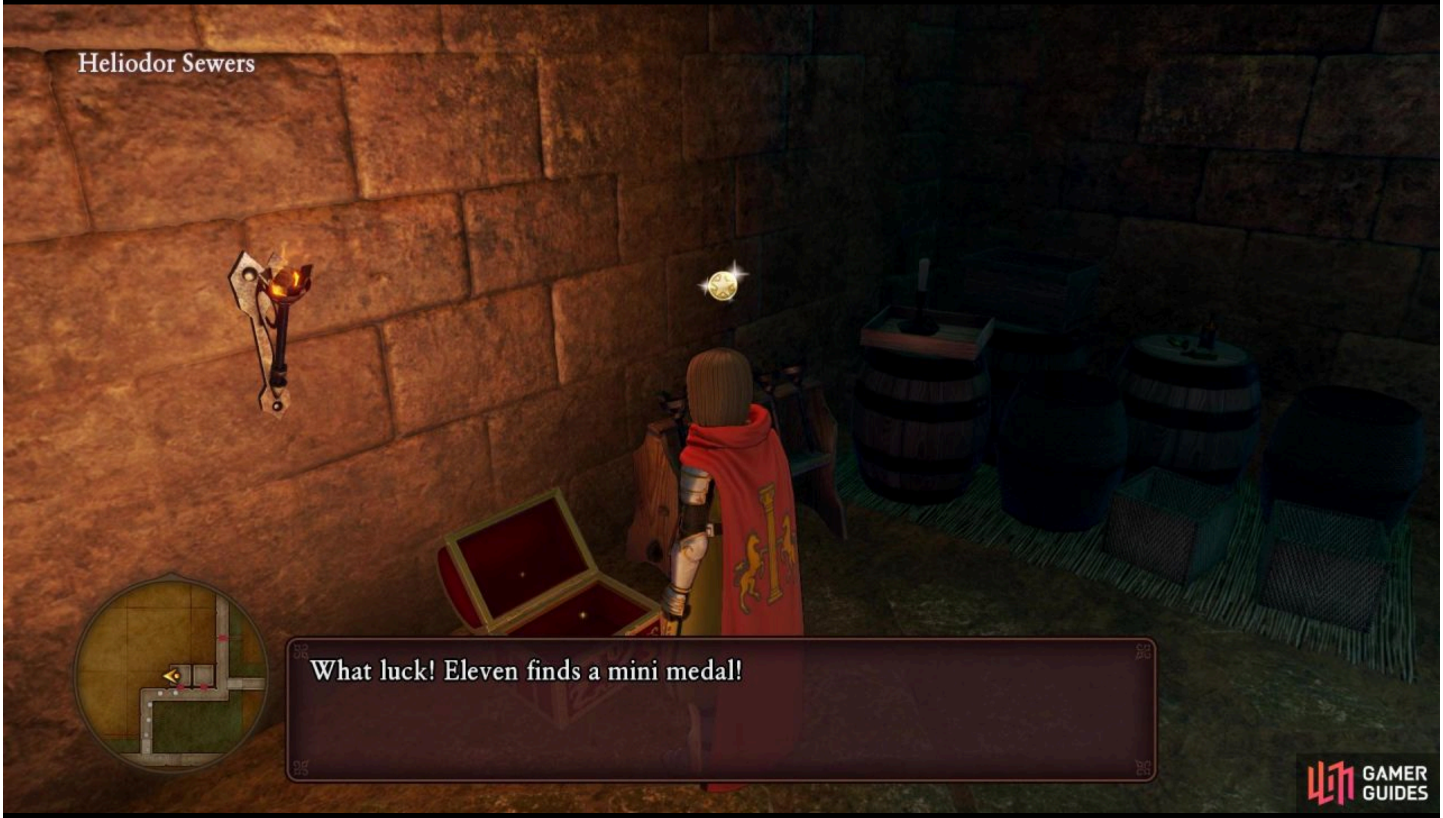
What luck! Eleven finds a mini medal!

① The location of Mini Medal 56


The Last Bastion - Ruins of Gemma and Dunstan's House
GAMER GUIDES

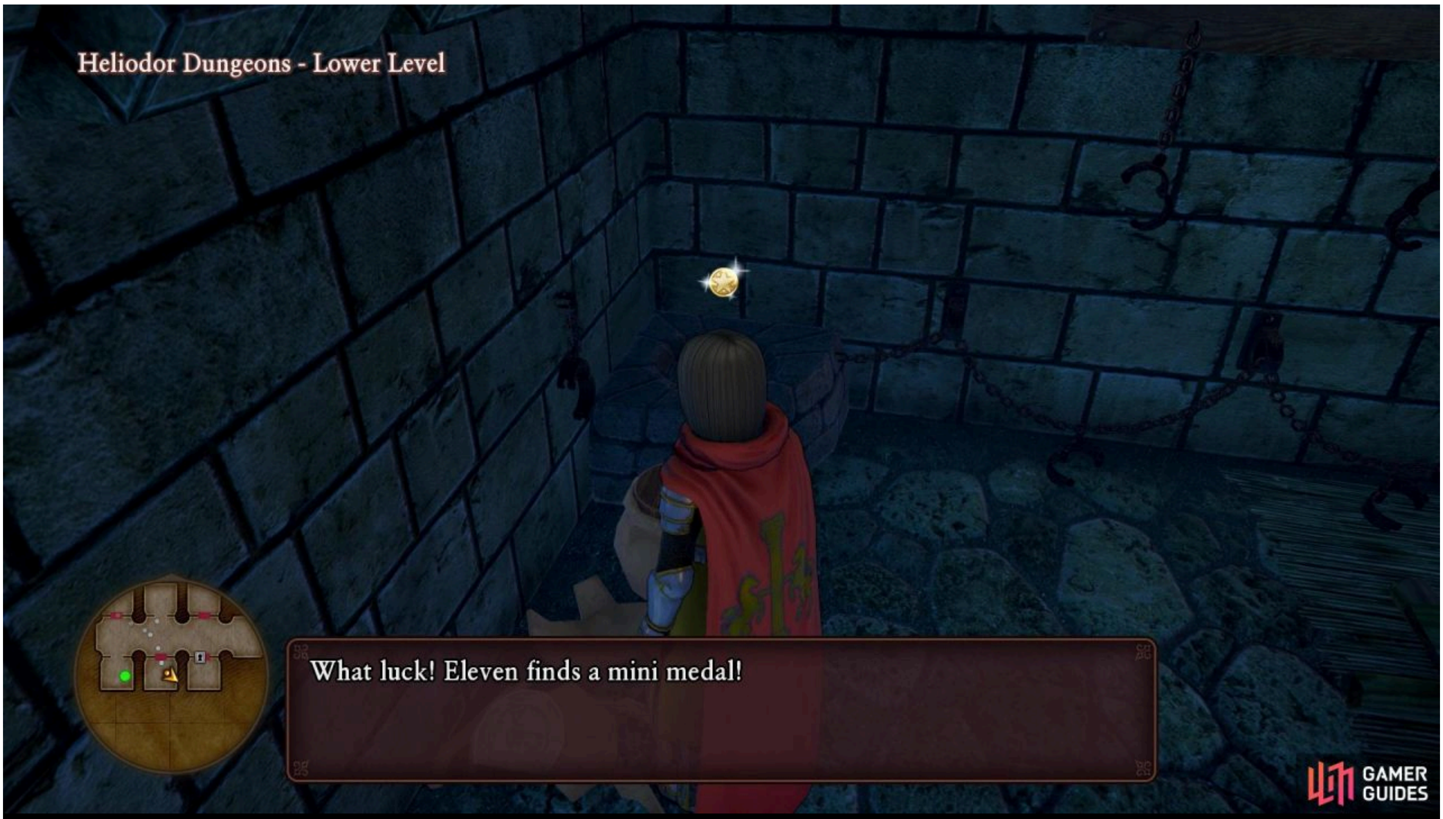
What luck! Eleven finds a mini medal!

2 The location of Mini Medal 57


Heliodor Sewers
GAMER GUIDES

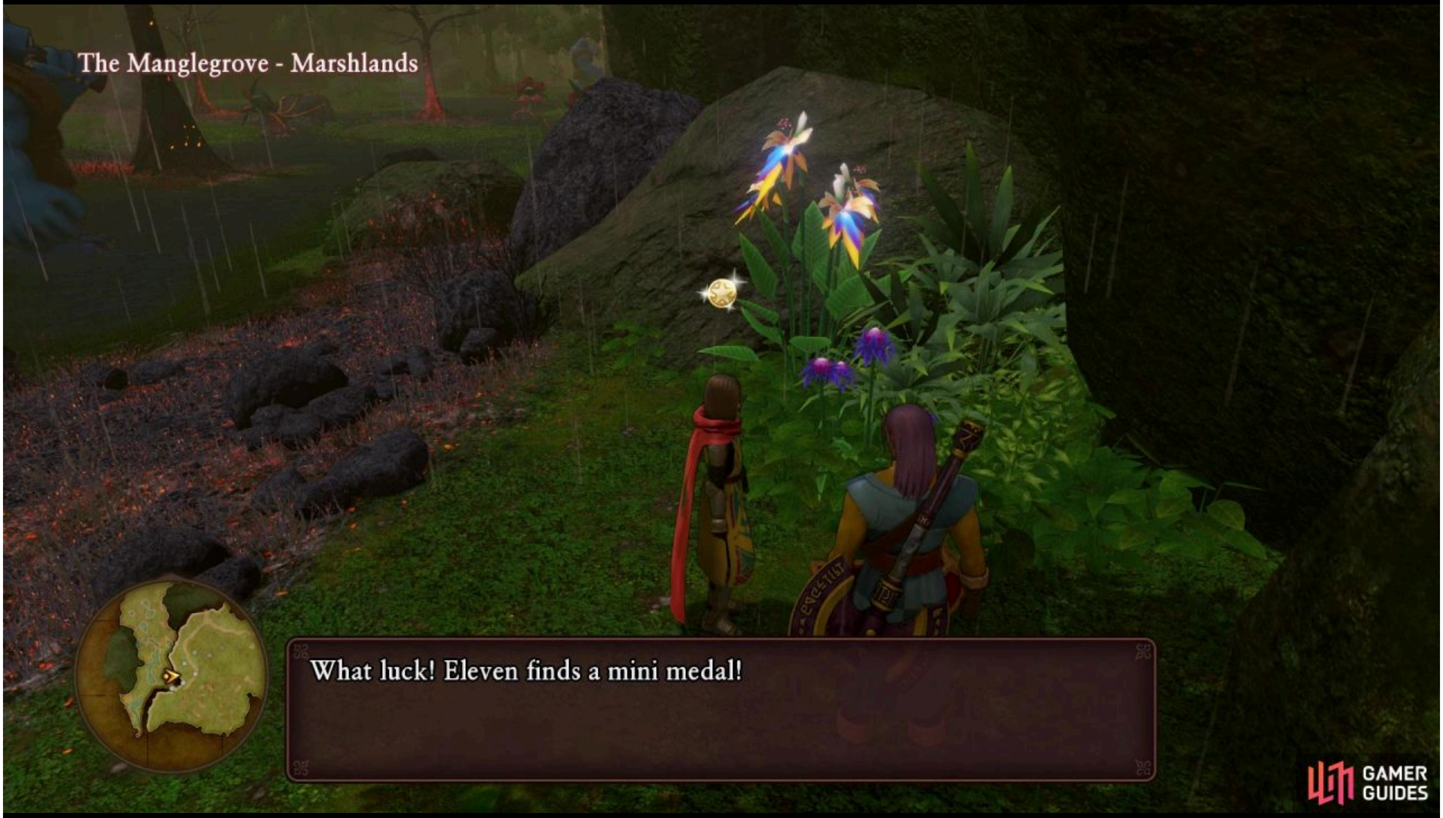
What luck! Eleven finds a mini medal!

3 The location of Mini Medal 58


Heliodor Dungeons - Lower Level
GAMER GUIDES

What luck! Eleven finds a mini medal!

4 The location of Mini Medal 59


The Manglegrove - Marshlands
GAMER GUIDES

What luck! Eleven finds a mini medal!

5 The location of Mini Medal 60

(Mini Medal #58) In the Heliodor Sewers, you will come across two locked doors that are side-by-side. Through the door on the left, there will be a chest that contains a Mini Medal.

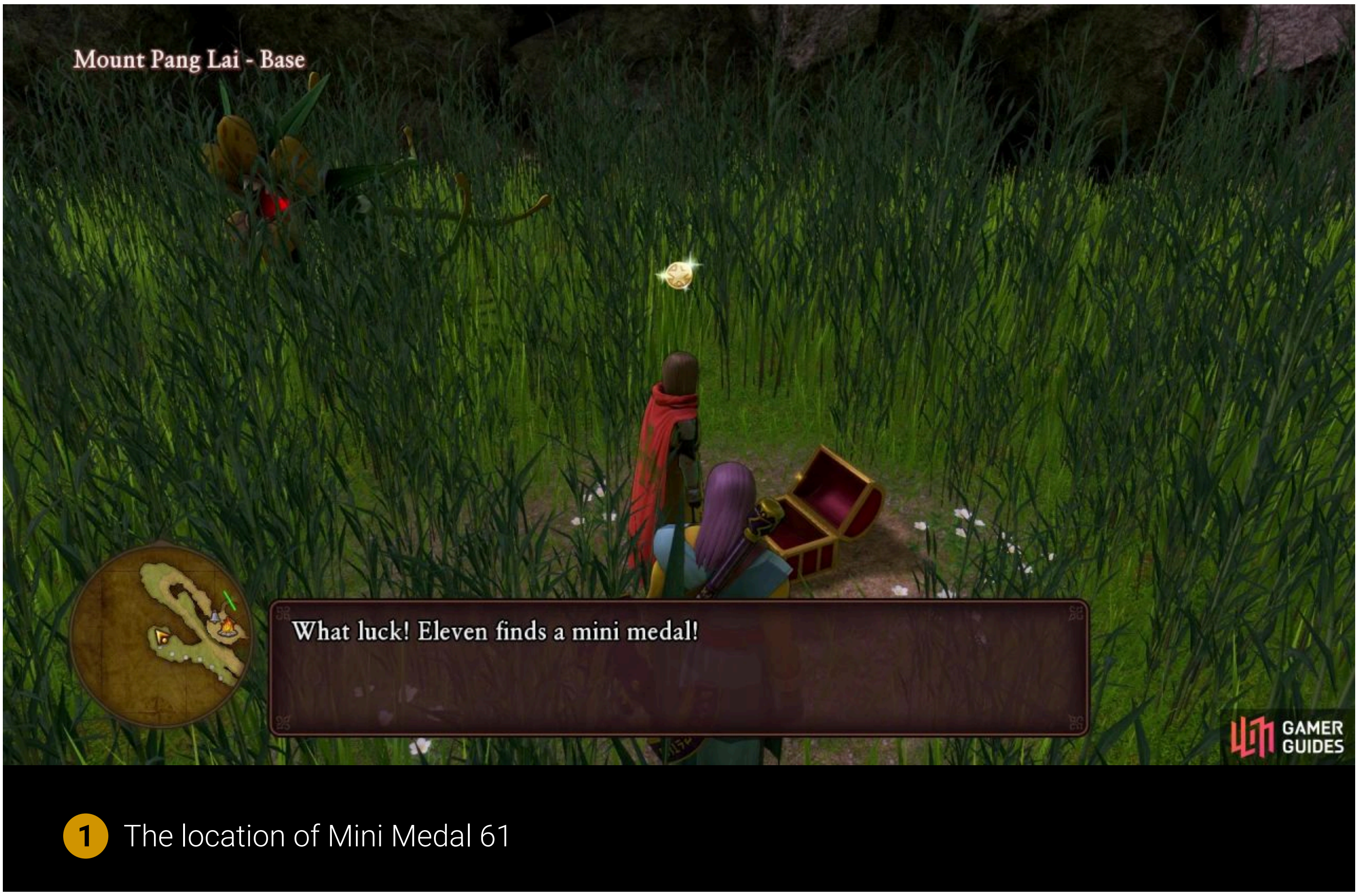
(Mini Medal #59) In the Heliodor Dungeon - Lower Levels, you will come across some familiar cells. Inside one of the cells, there are some pots, so break them to find the Mini Medal.

(Mini Medal #60) In The Manglegrove, you will climb down a vine to reach the Marshlands section of the dungeon. As soon as you get off the vine, look to your north to spy a chest, which holds this Mini Medal.

(Mini Medal #61) Once you enter Mount Pang Lai, there is a dead end that has a lot of tall grass towards the northwest. In this little area, you can find a chest among the tall grass, which has the Mini Medal.

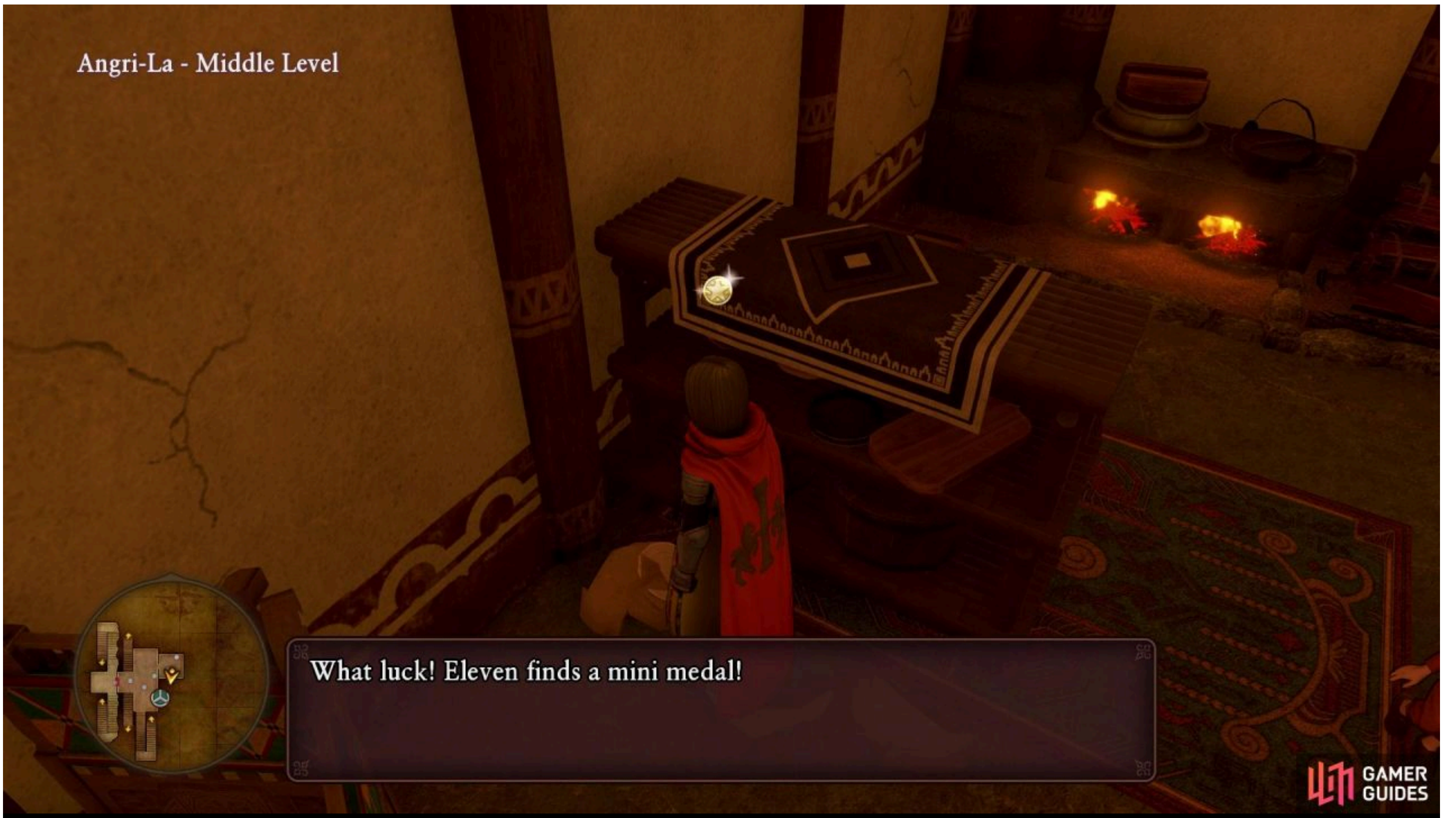
(Mini Medal #62) On the middle level of Angri-La, enter the room to the north of the church and break the one pot in here for a Mini Medal.

(Mini Medal #63) In the northern part of the Dundrasil Region, look for the sparkling Demonrider and defeat it to gain the mount. Take the upper of the two paths up here and find the climbable wall to reach a higher ledge. From there, look for another climbable wall, which will bring you to a lower ledge and the chest with the Mini Medal.



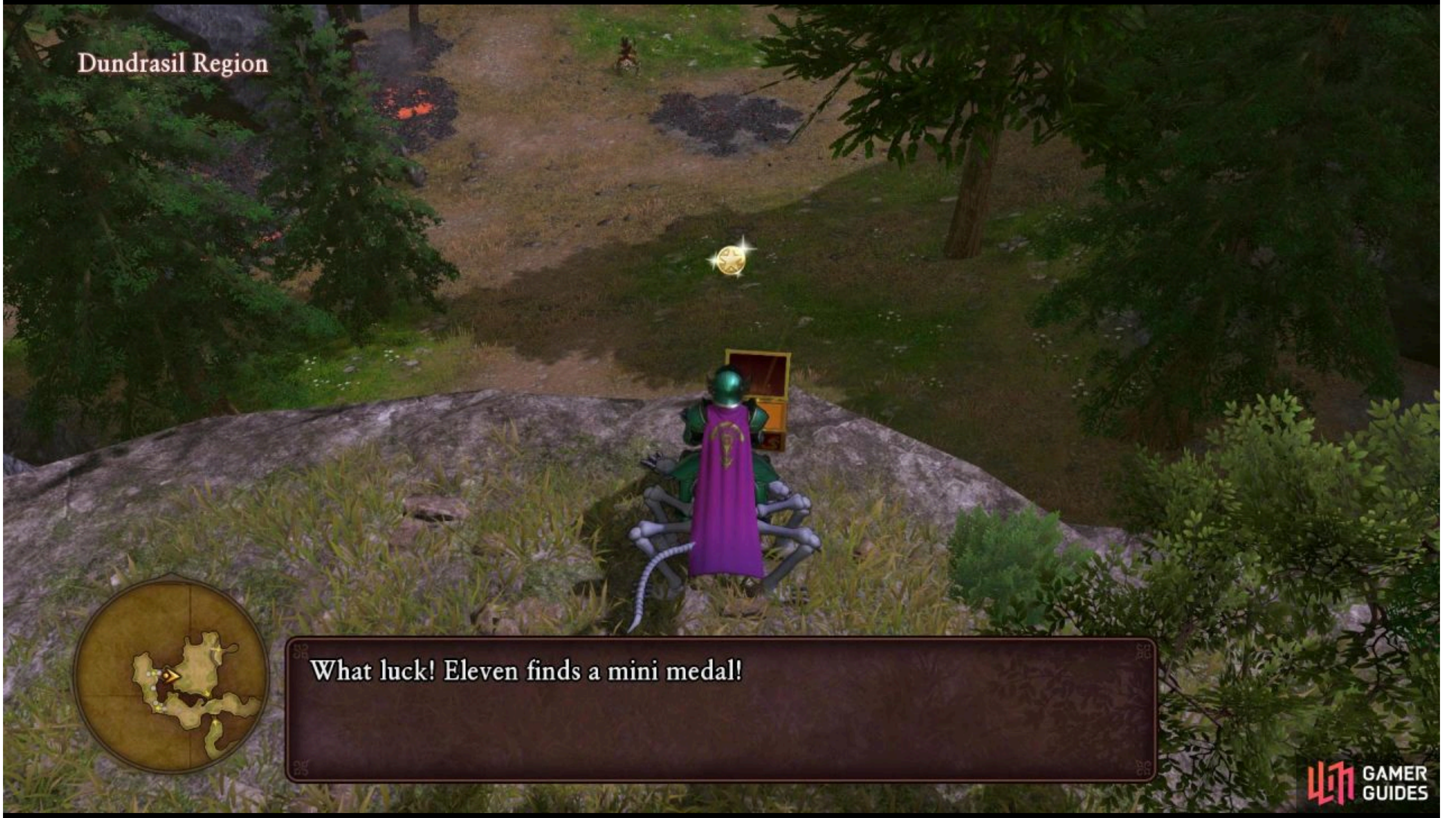
What luck! Eleven finds a mini medal!

1 The location of Mini Medal 61


Angri-La - Middle Level
GAMER GUIDES

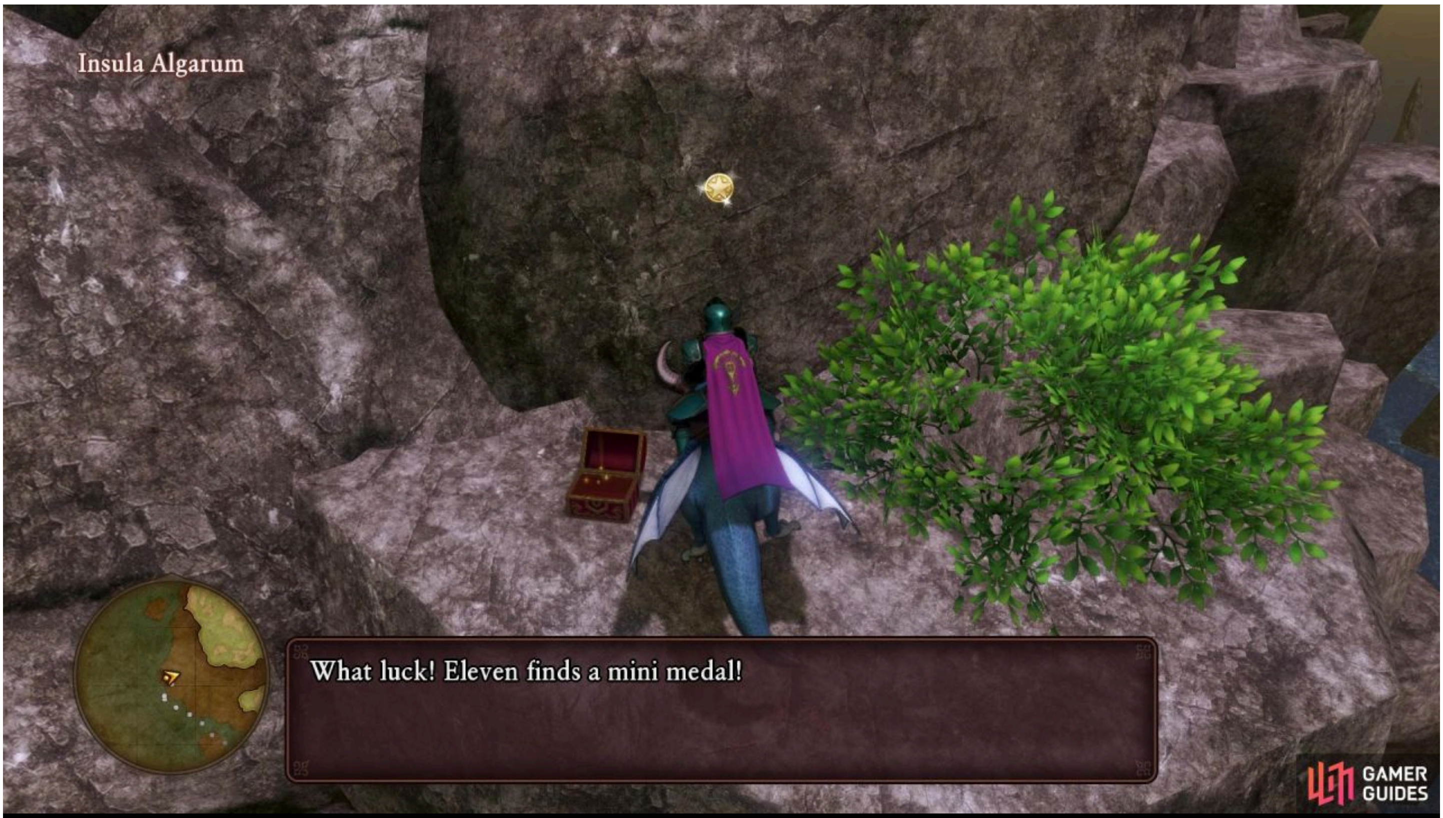
What luck! Eleven finds a mini medal!

2 The location of Mini Medal 62


Dundrasil Region
GAMER GUIDES

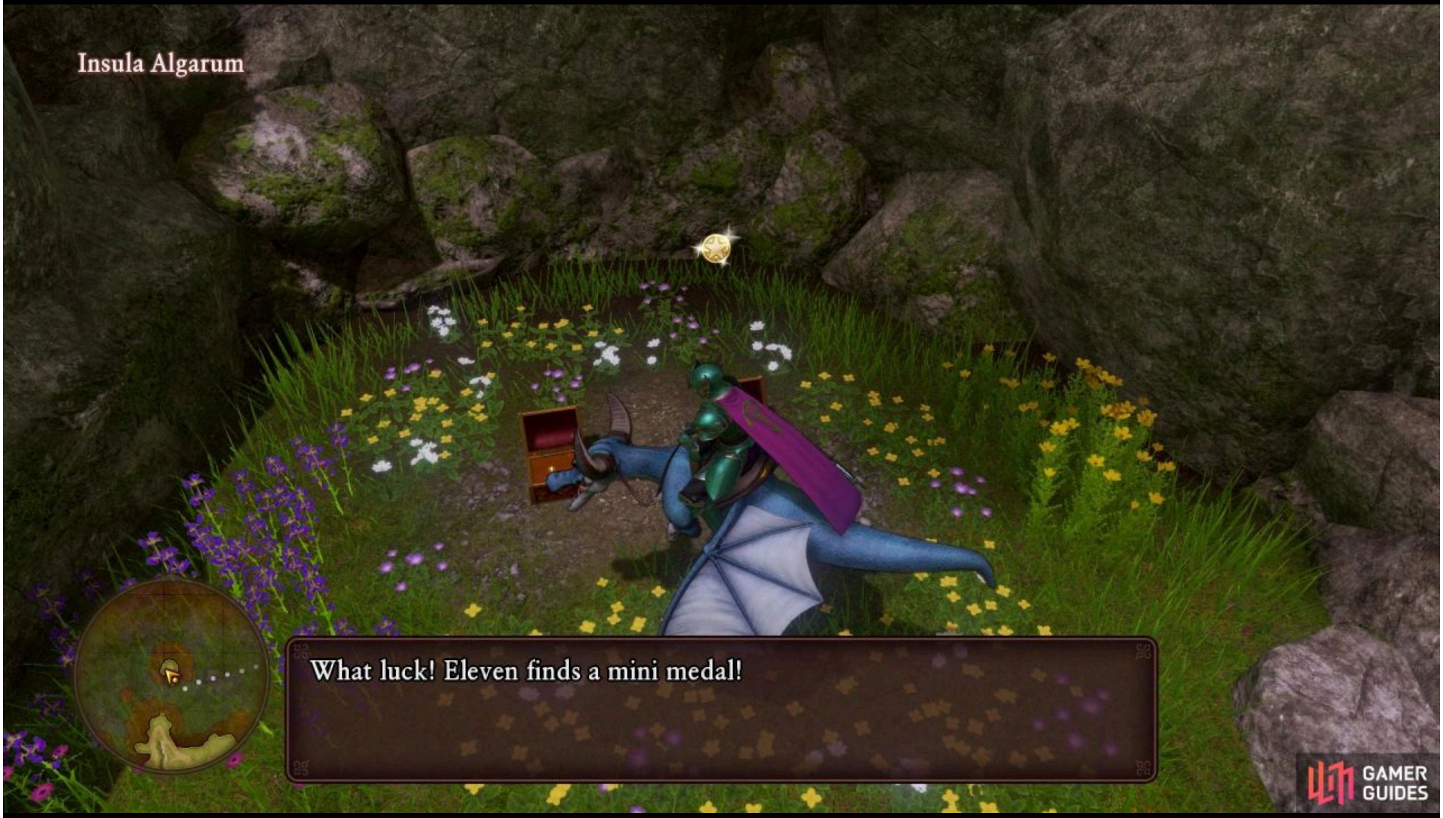
What luck! Eleven finds a mini medal!

3 The location of Mini Medal 63


Insula Algarum
GAMER GUIDES

What luck! Eleven finds a mini medal!

④ The location of Mini Medal 64


Insula Algarum
GAMER GUIDES

What luck! Eleven finds a mini medal!

⑤ The location of Mini Medal 65

(Mini Medal #64) During the middle portion of the game, head to Insula Algarum and go to the second section of the place to find a Dragon Rider you can use as a mount. Once you are flying, go to the southwest portion of the island and fly over a ridge. As soon as you do, look underneath you on some rocks for a chest, which will contain the Mini Medal.

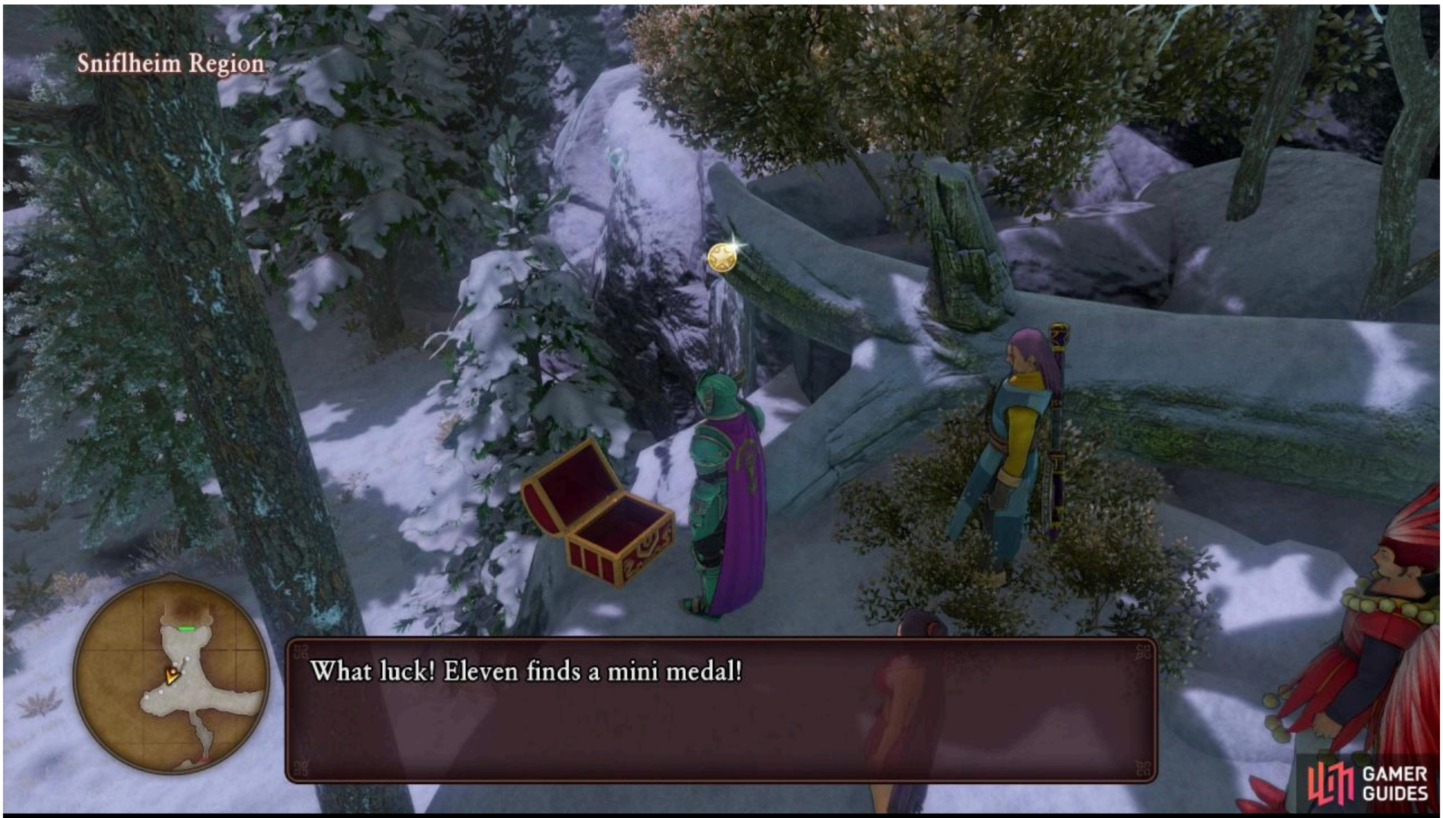
(Mini Medal #65) This Mini Medal is also on Insula Algarum, and will require the Dragon Rider mount. It is found on a small piece of land in the northern section of the island. You know you've found the place, as there are two chests on the little piece of land, one of which will have the Mini Medal.

(Mini Medal #66) In the Sniflheim area, you have access to the Viking Hideout. North of there, during the middle portion of the game, you will be forced to go to Gyldenhal. Just south of the entrance to that place, on the upper cliff, will rest a chest with this Mini Medal.

(Mini Medal #67) Found in The Battleground dungeon. It is located on B2 of the place. After falling through the hole in the ground on B1, head southward and you'll find the chest with the Mini Medal in the next room.

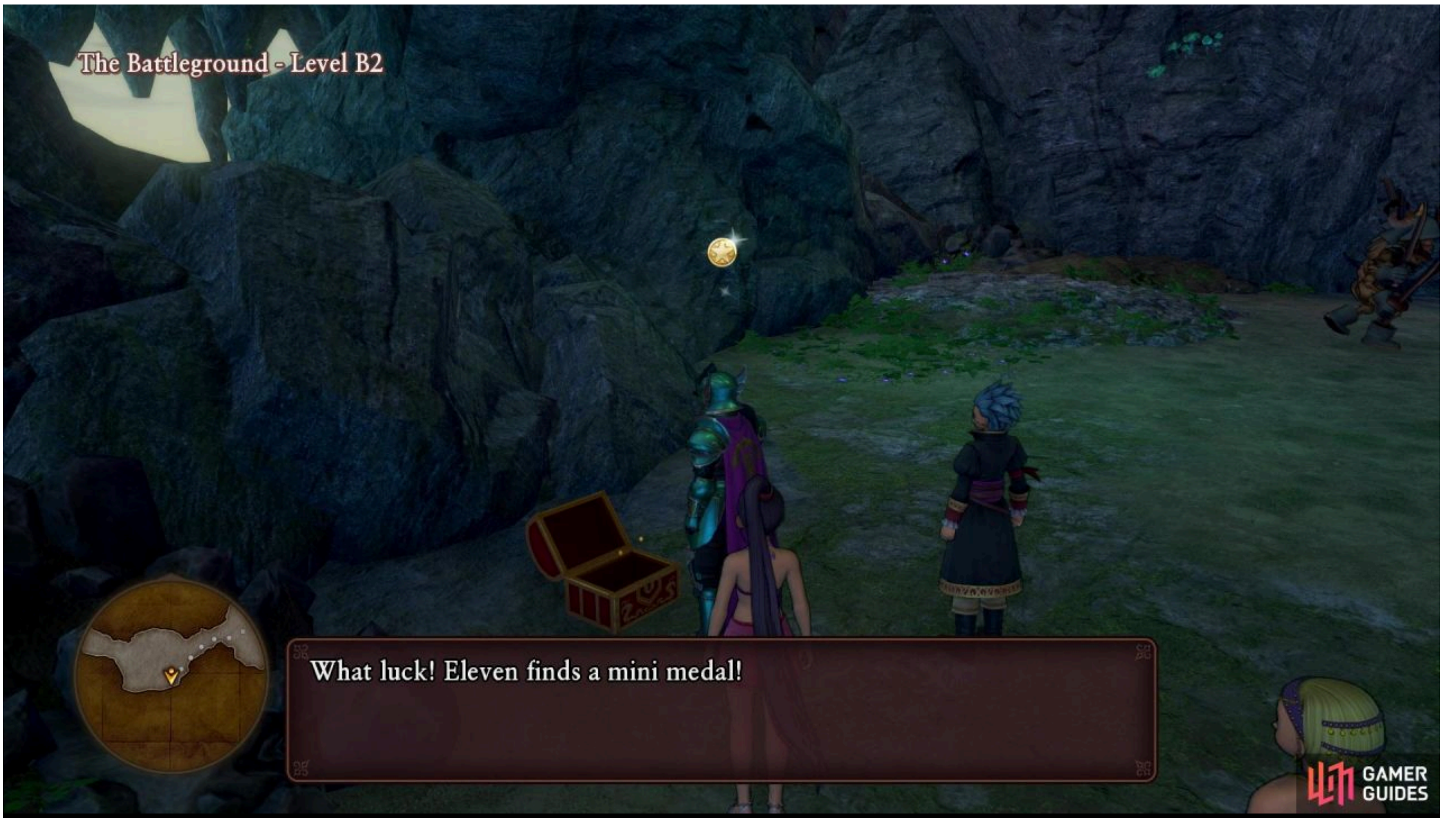
(Mini Medal #68-72) You will receive five Mini Medals as a reward for completing **Quest 31 A Right Riddle**. You cannot complete this until you have access to Gallopolis in the middle portion of the game, due to needing a Fizzle Foil weapon (Gallopolis has them for sale).

(Mini Medal #73) Once you get to Hotto in the middle portion of the game, progress the story along until you get the Mountain Gate Key from the maid at the temple. When you do this, search the one wardrobe in that back room of the temple for the Mini Medal.



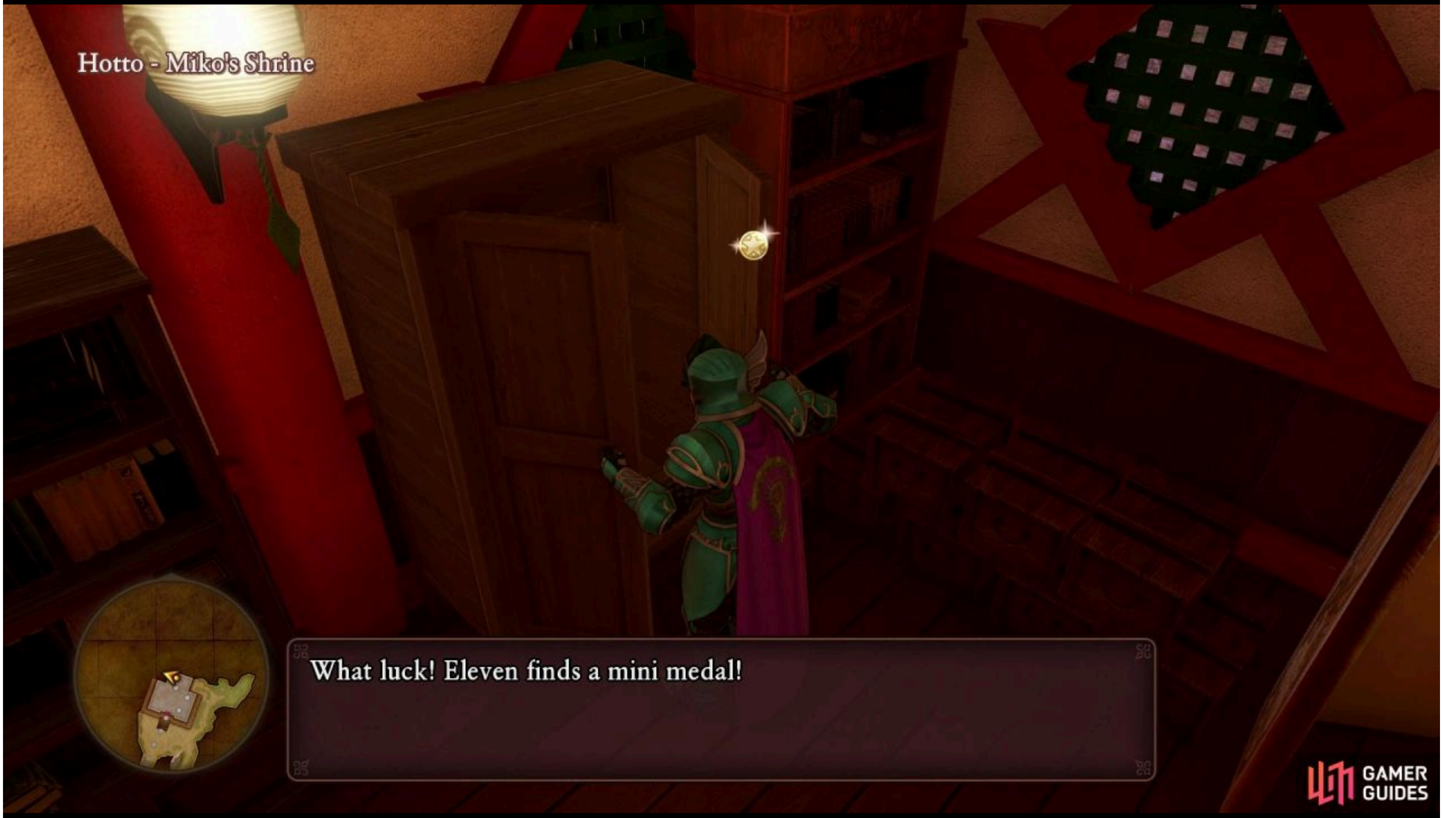
What luck! Eleven finds a mini medal!

① The location of Mini Medal 66


The Battleground - Level B2
GAMER GUIDES

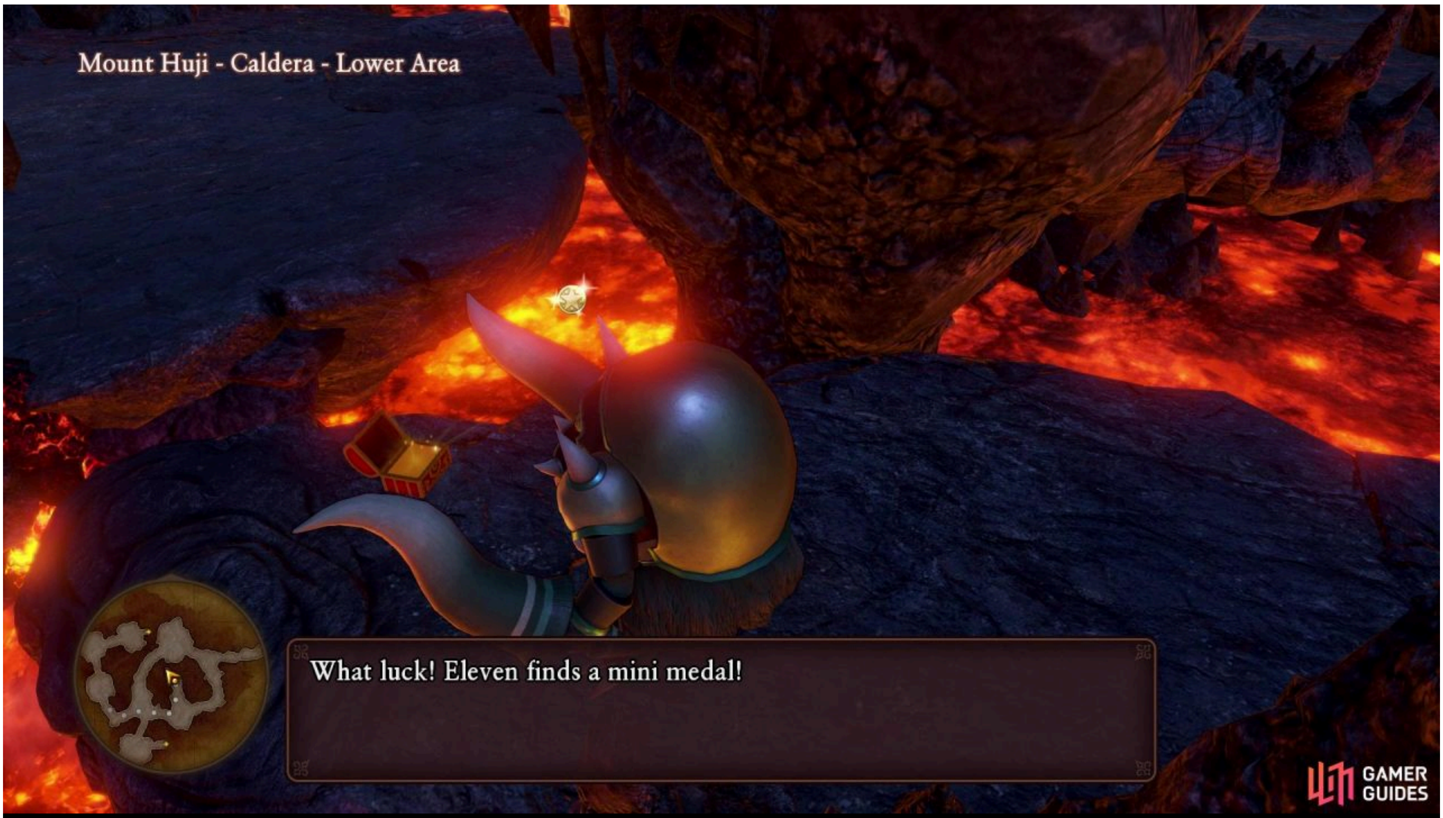
What luck! Eleven finds a mini medal!

2 The location of Mini Medal 67

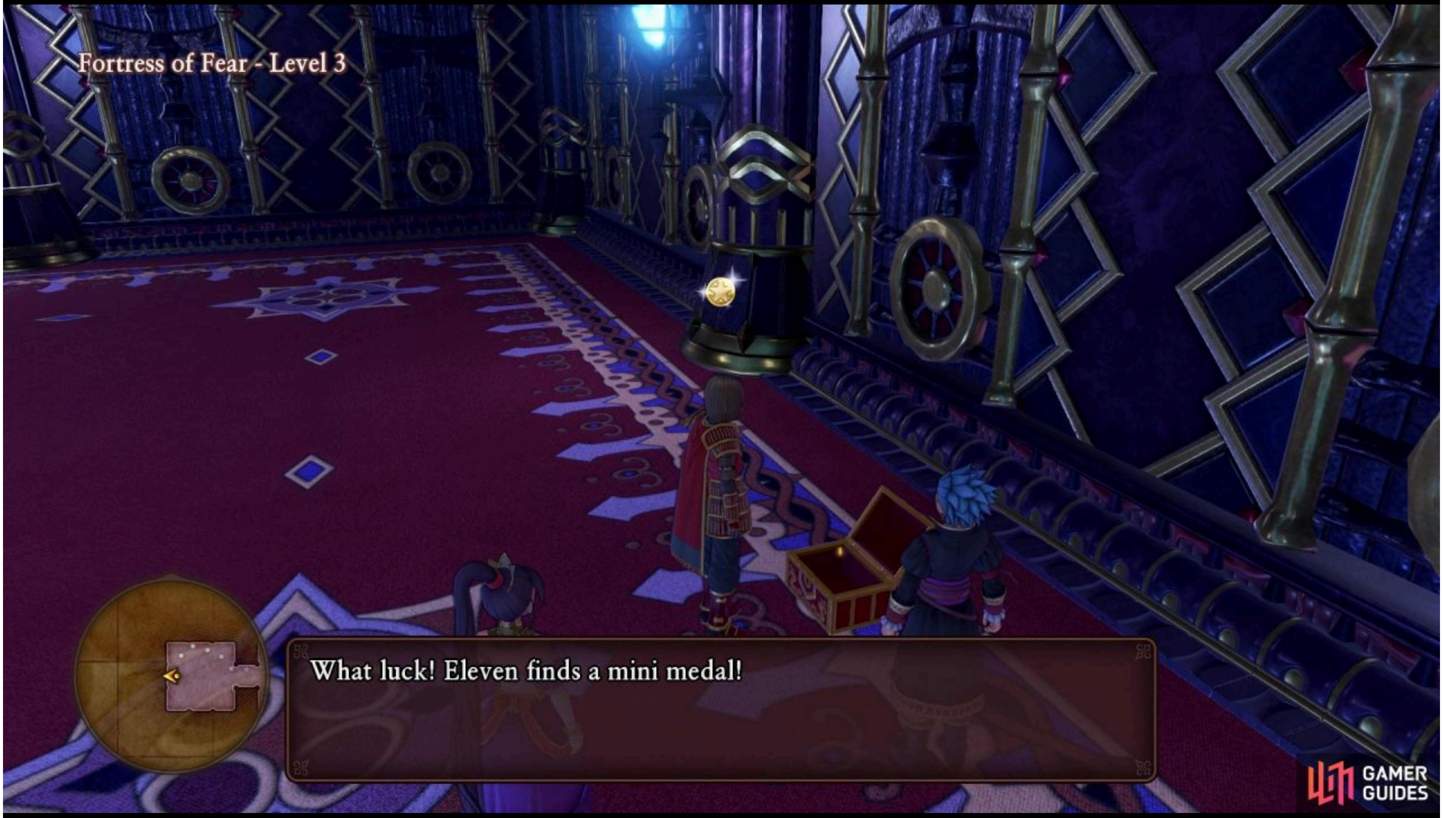

Hotto - Miko's Shrine
GAMER GUIDES

What luck! Eleven finds a mini medal!

3 The location of Mini Medal 73


Mount Huji - Caldera - Lower Area
What luck! Eleven finds a mini medal!
GAMER GUIDES

4 The location of Mini Medal 74


Fortress of Fear - Level 3
What luck! Eleven finds a mini medal!
GAMER GUIDES

5 The location of Mini Medal 75

(Mini Medal #74) In the Lower Area of the Caldera of Mt. Huji, there is a little piece of land sticking out in the middle of the map. There is a large rock here, so you will need to procure a Visor Kaiser mount first. Break through the rock with that mount, then go to the end of that little path to find a chest with the Mini

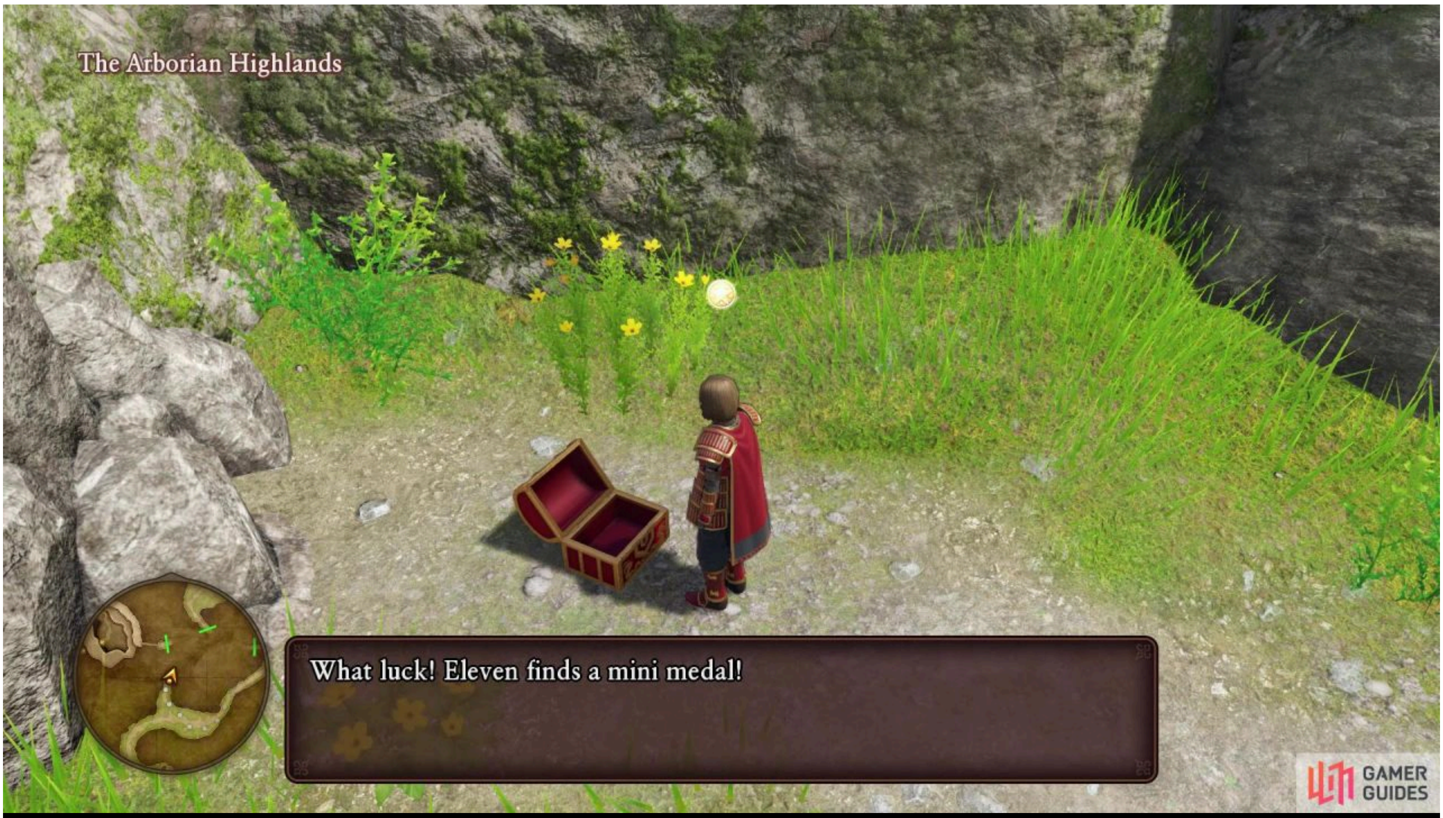
Medal.

(Mini Medal #75) The final Mini Medal in the middle portion of the game is found inside of the Fortress of Fear. On Level 3 of the dungeon, you will encounter an area with an electrified floor, requiring you to use a Visor Kaiser mount to get past it. In the southwestern room on this floor, you will find the Visor Kaisers, as well as a chest. That is where you will find the Mini Medal.

Mini Medals Locations (3)

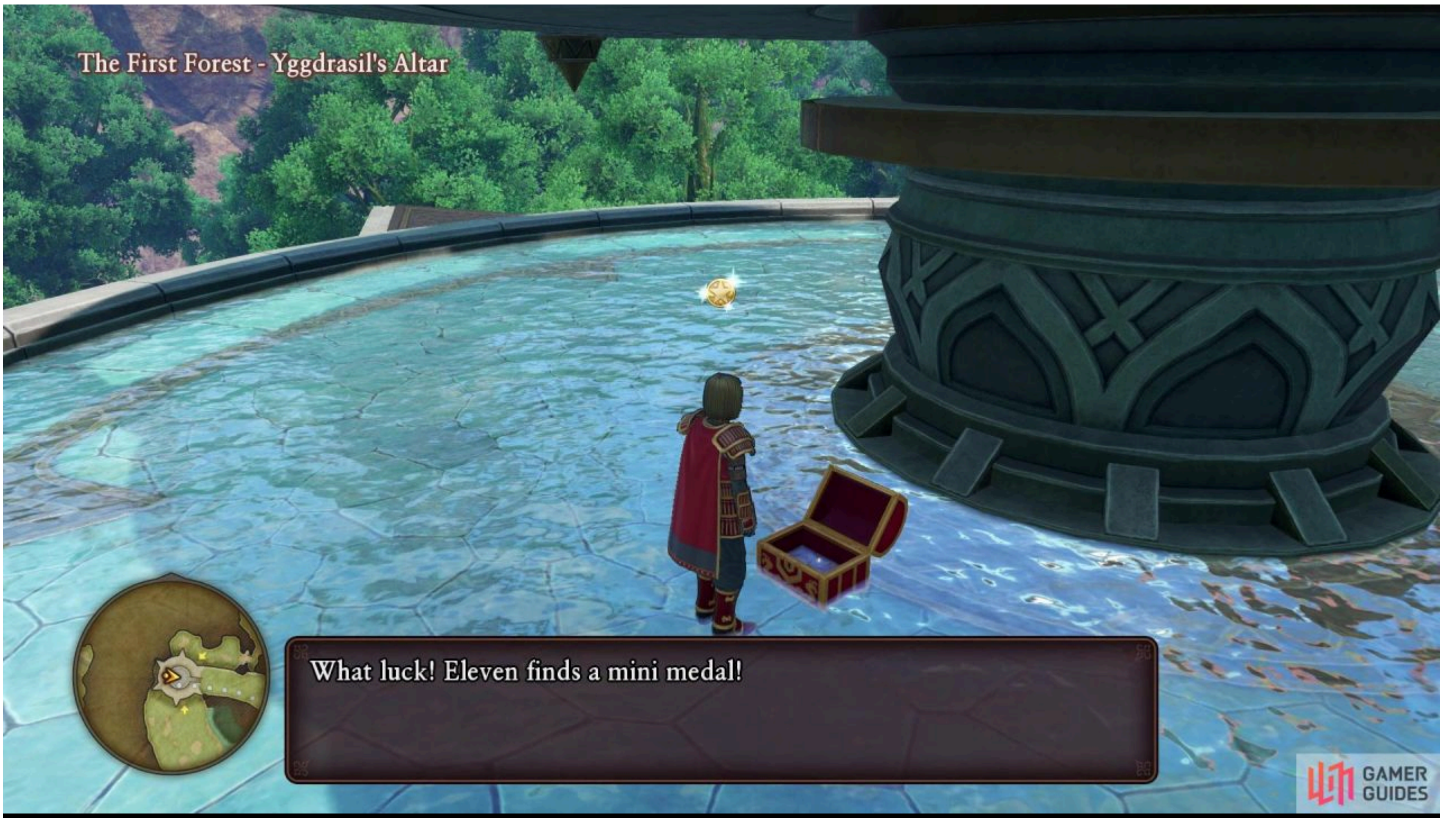
(Mini Medal #76) This one is found in the same spot as Mini Medal #54, as it respawns when you are in the third part of the game. This one is found in the eastern portion of the Arborian Highlands. At the first intersection, go north and there will be a chest with the Mini Medal.

(Mini Medal #77) This one is found in the same spot as Mini Medal #55, as it respawns when you are in the third part of the game. In the First Forest, you will need to use the altar at the top to proceed with the story. Underneath that altar is a chest with the Mini Medal.



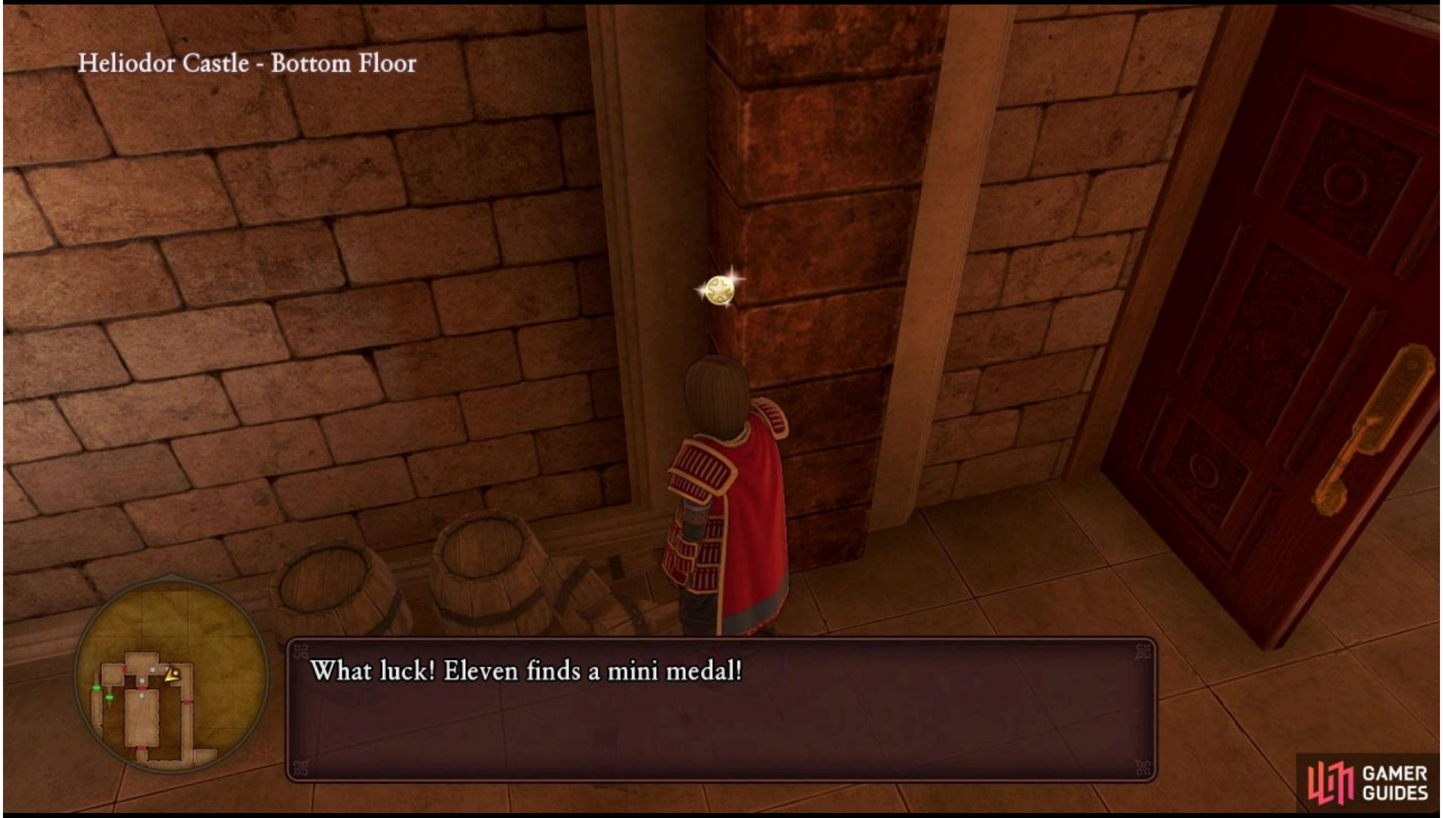
What luck! Eleven finds a mini medal!

1 The location of Mini Medal 76


The First Forest - Yggdrasil's Altar
GAMER GUIDES

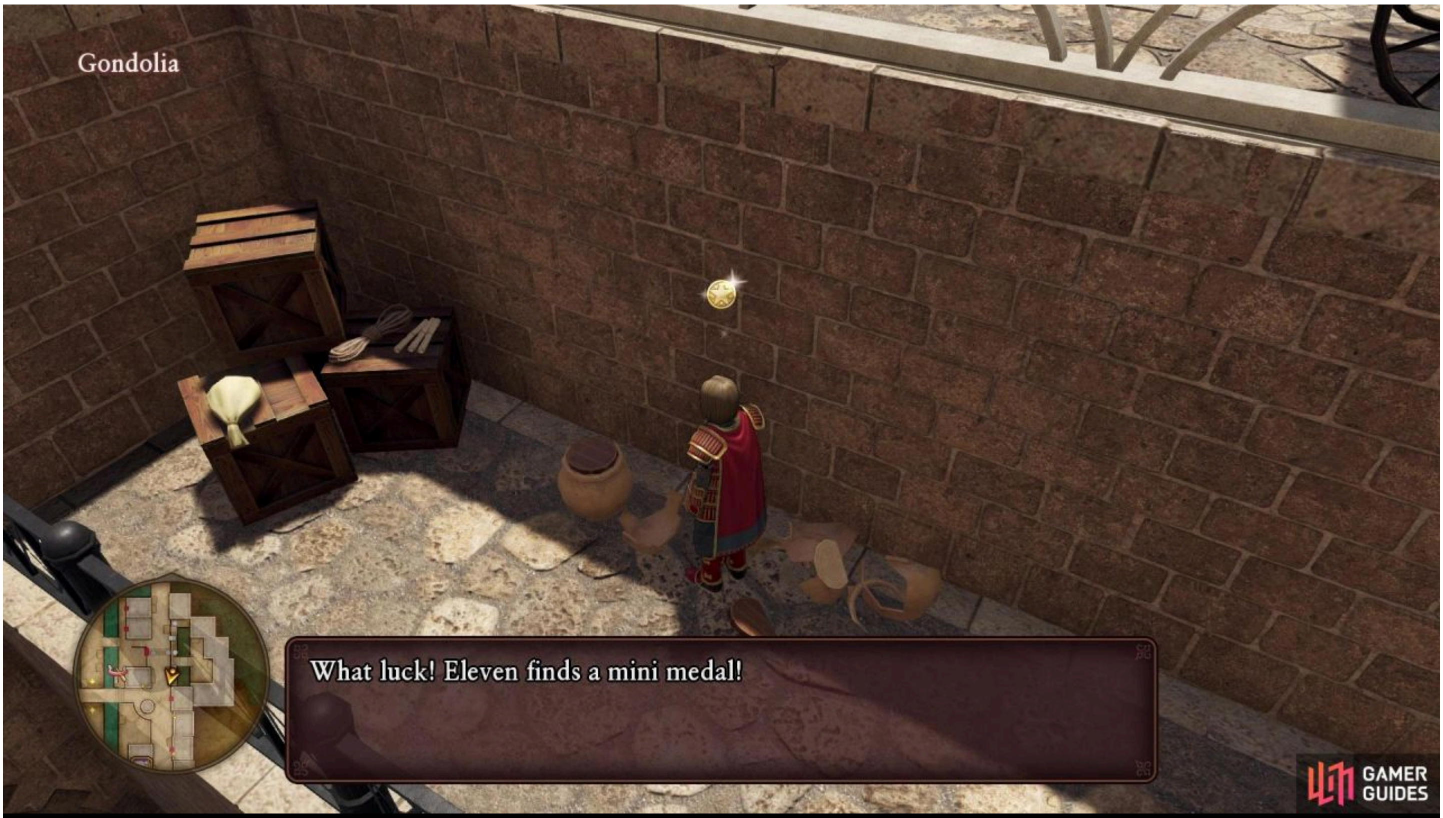
What luck! Eleven finds a mini medal!

② The location of Mini Medal 77


Heliodor Castle - Bottom Floor
GAMER GUIDES

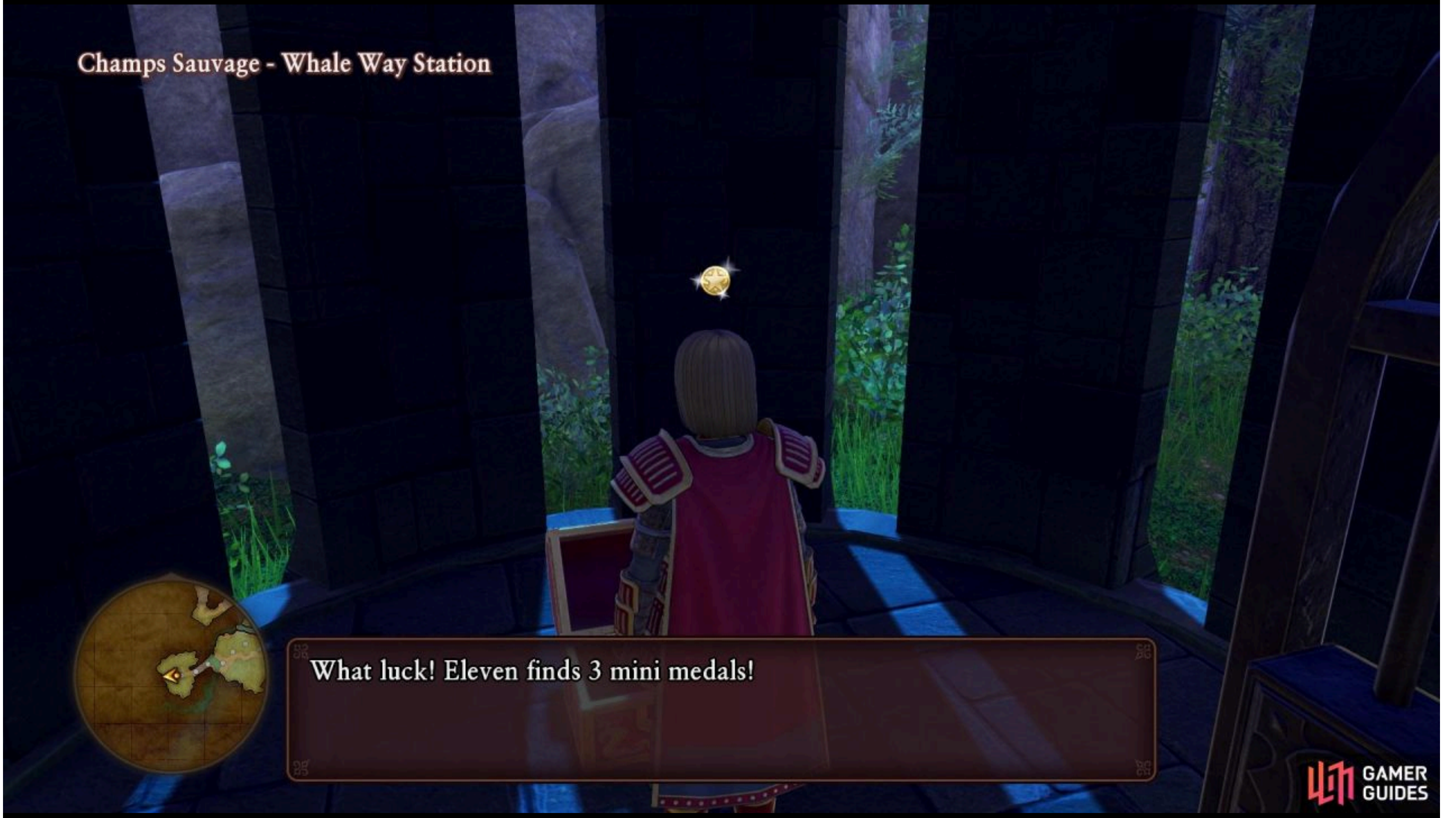
What luck! Eleven finds a mini medal!

③ The location of Mini Medal 78


Gondolia
GAMER GUIDES

What luck! Eleven finds a mini medal!

4 The location of Mini Medal 79


Champs Sauvage - Whale Way Station
GAMER GUIDES

What luck! Eleven finds 3 mini medals!

5 The location of Mini Medals 80-82

(Mini Medal #78) Once you get invited back to Heliodor Castle after the events at the beginning of the final part, go to the throne room for a quick scene. Upon gaining control again, go north one room, then east to wind up in the kitchen. Break the barrels in there to find the Mini Medal.

(Mini Medal #79) You will need the Ultimate Key in order to get this one, which is gotten at Havens Above. Once you have it, head to **Gondolia** and go through the locked door to find a little area with some goodies. In one of the pots in this little section will be the Mini Medal.

(Mini Medal #80-82) Once you have the Ultimate Key and access to Cetacea again in the final part, fly to Champs Sauvage Whale Way Station. There will be a little tower with a locked door, so open it to find a chest with three Mini Medals.

(Mini Medal #83-92) You will receive 10 Mini Medals as a reward for completing **Quest 53 Now You See Me…**.

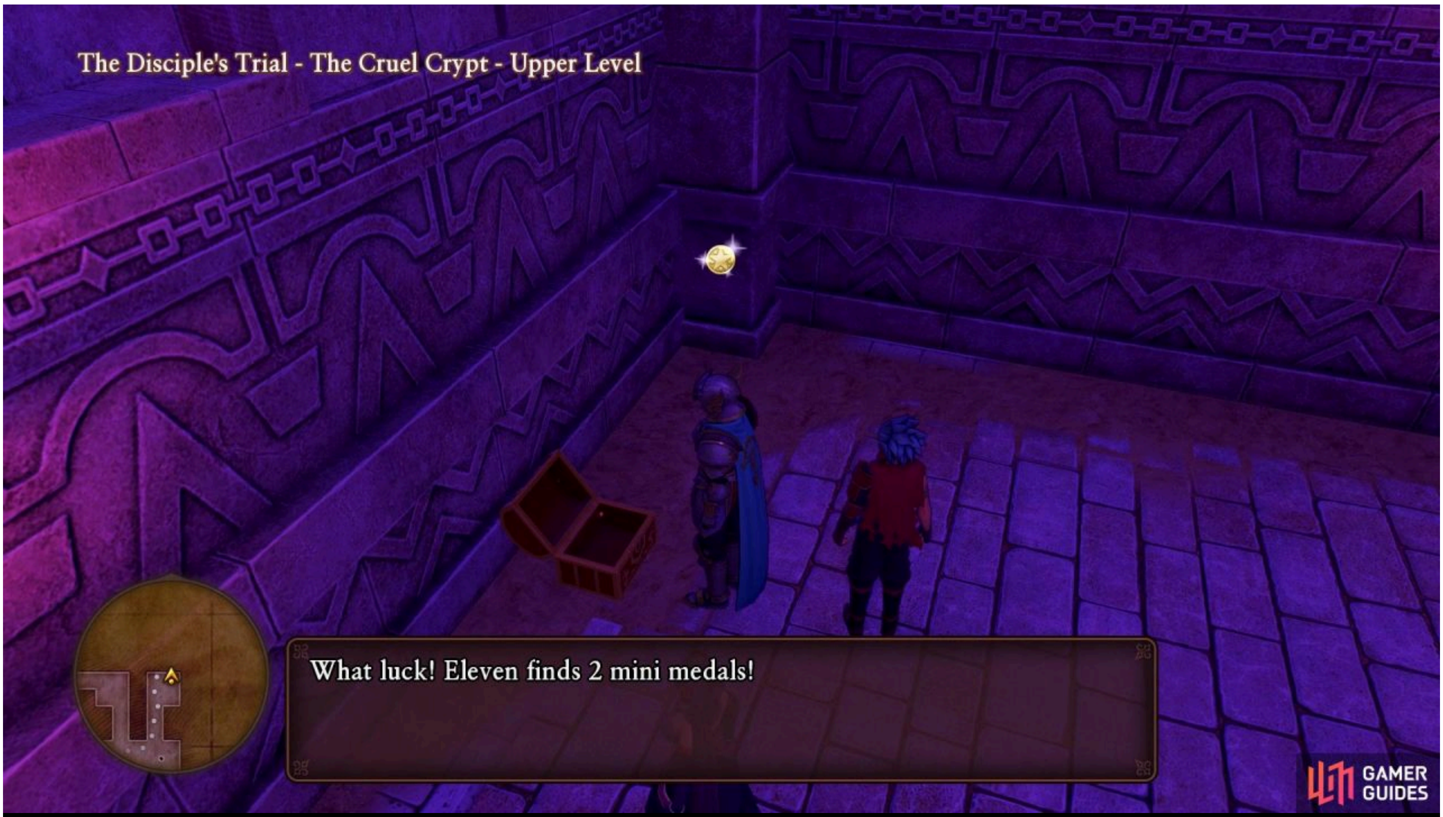
(Mini Medal #93-102) During the final part of the game, you can do a side story in Phnom Nonh, which requires you to defeat a boss in the Other Side dungeon. Once you complete this, return to Son in Phnom Nonh to receive 10 Mini Medals.

(Mini Medal #103-107) You will receive five Mini Medals as a reward for completing **Quest 56 Sweet Dreams**.

(Mini Medal #108-109) In a chest in **The Disciple's Trial - The Cruel Crypt**. The chest is located to the northeast of the first large room you can find in the dungeon, with it yielding two Mini Medals.

(Mini Medal #110-112) In a chest in **The Disciple's Trial - The Eerie Valley**. After lowering the vine in the first area, go down it and get a Vicious Dread Dragooner mount. Fly to a ledge to the east to find the chest, which has three Mini Medals.

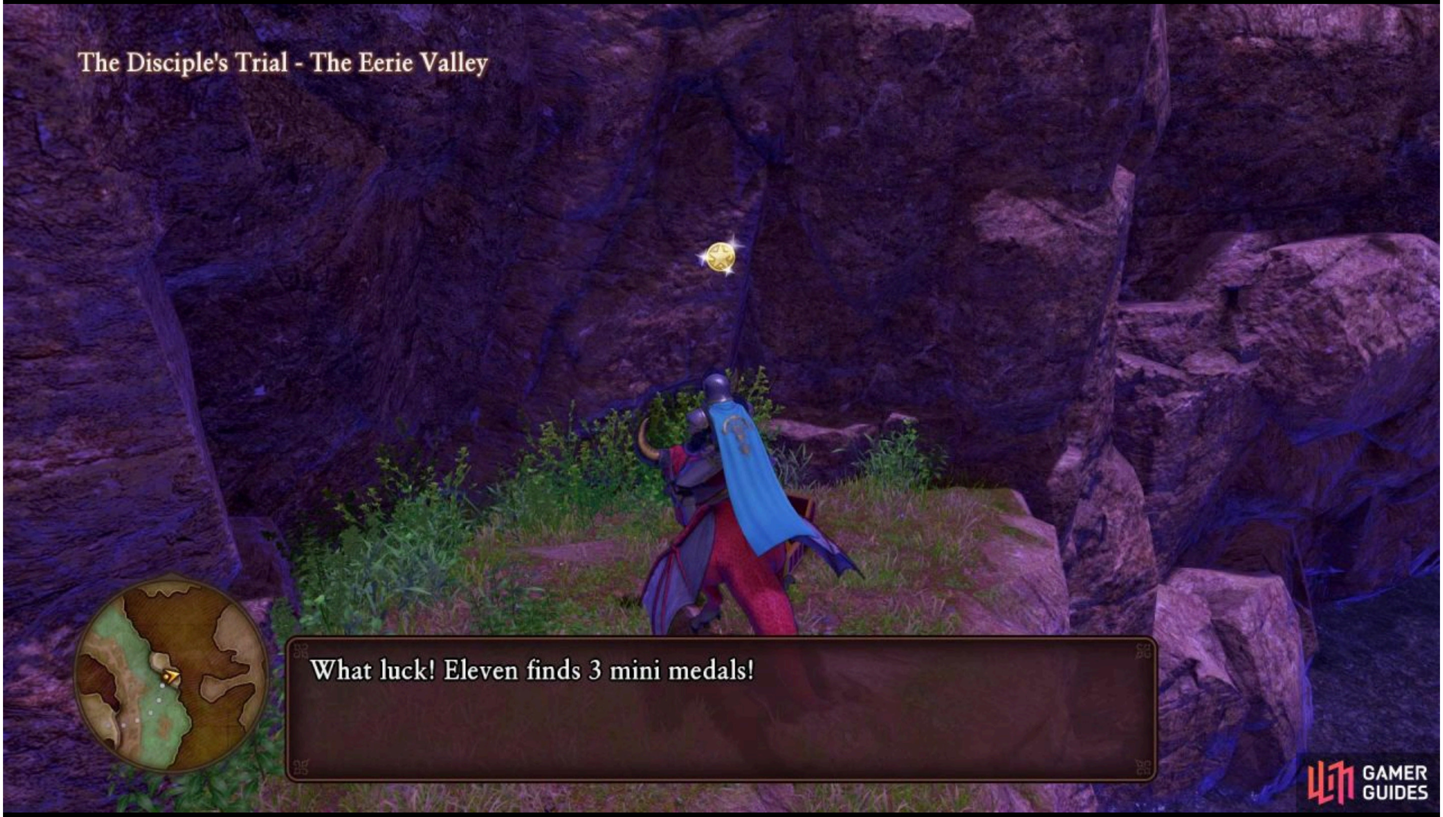
(Mini Medal #113-115) In a chest in **The Sage's Trial - The Fierce Forest**. When you see two portals near the beginning, take the southern one and head northwest from where you regain control to find the chest, with three Mini Medals.



The Disciple's Trial - The Cruel Crypt - Upper Level

What luck! Eleven finds 2 mini medals!

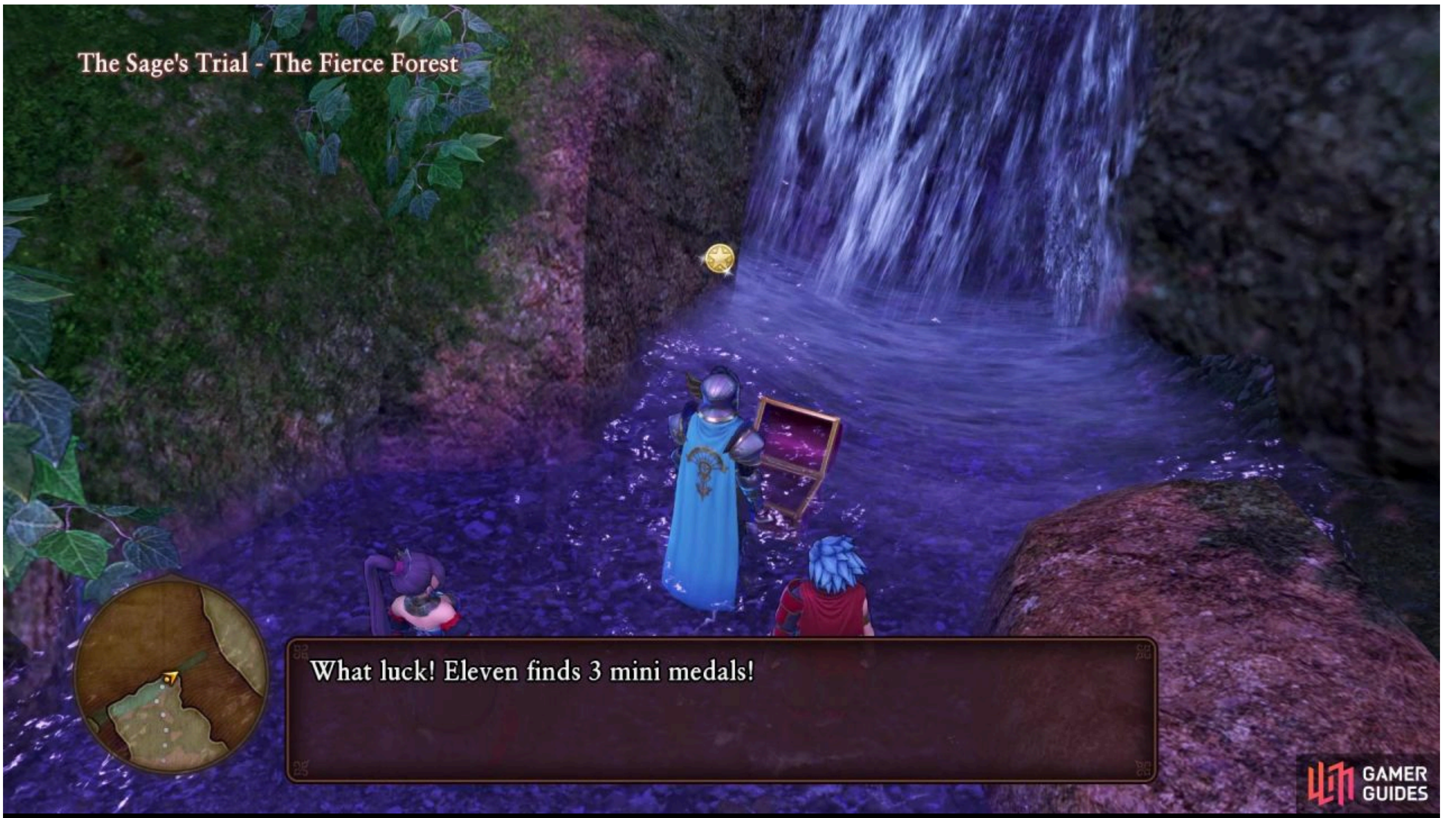
① The location of Mini Medals 108-109



The Disciple's Trial - The Eerie Valley

What luck! Eleven finds 3 mini medals!

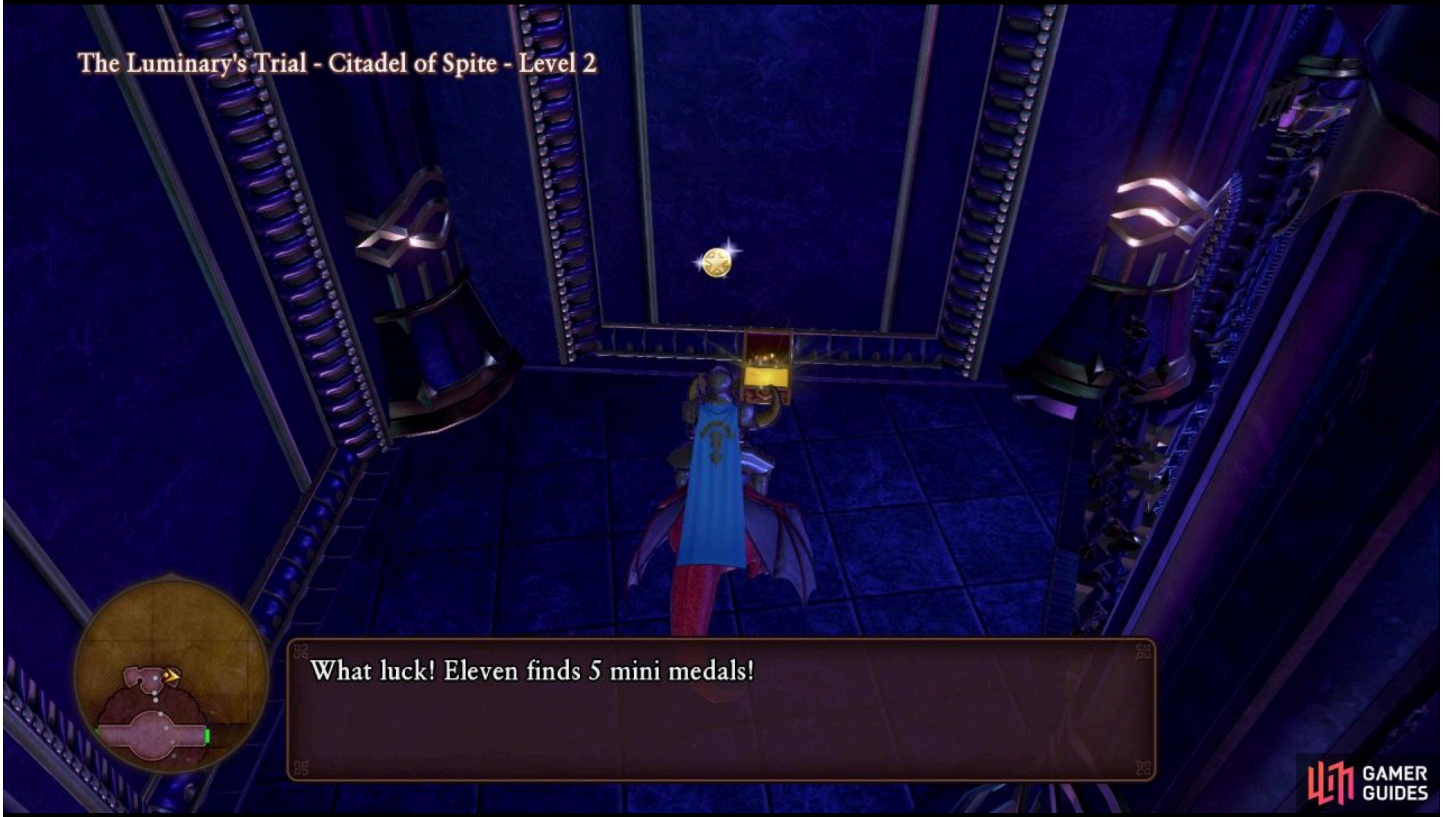
② The location of Mini Medals 110-112



The Sage's Trial - The Fierce Forest

What luck! Eleven finds 3 mini medals!

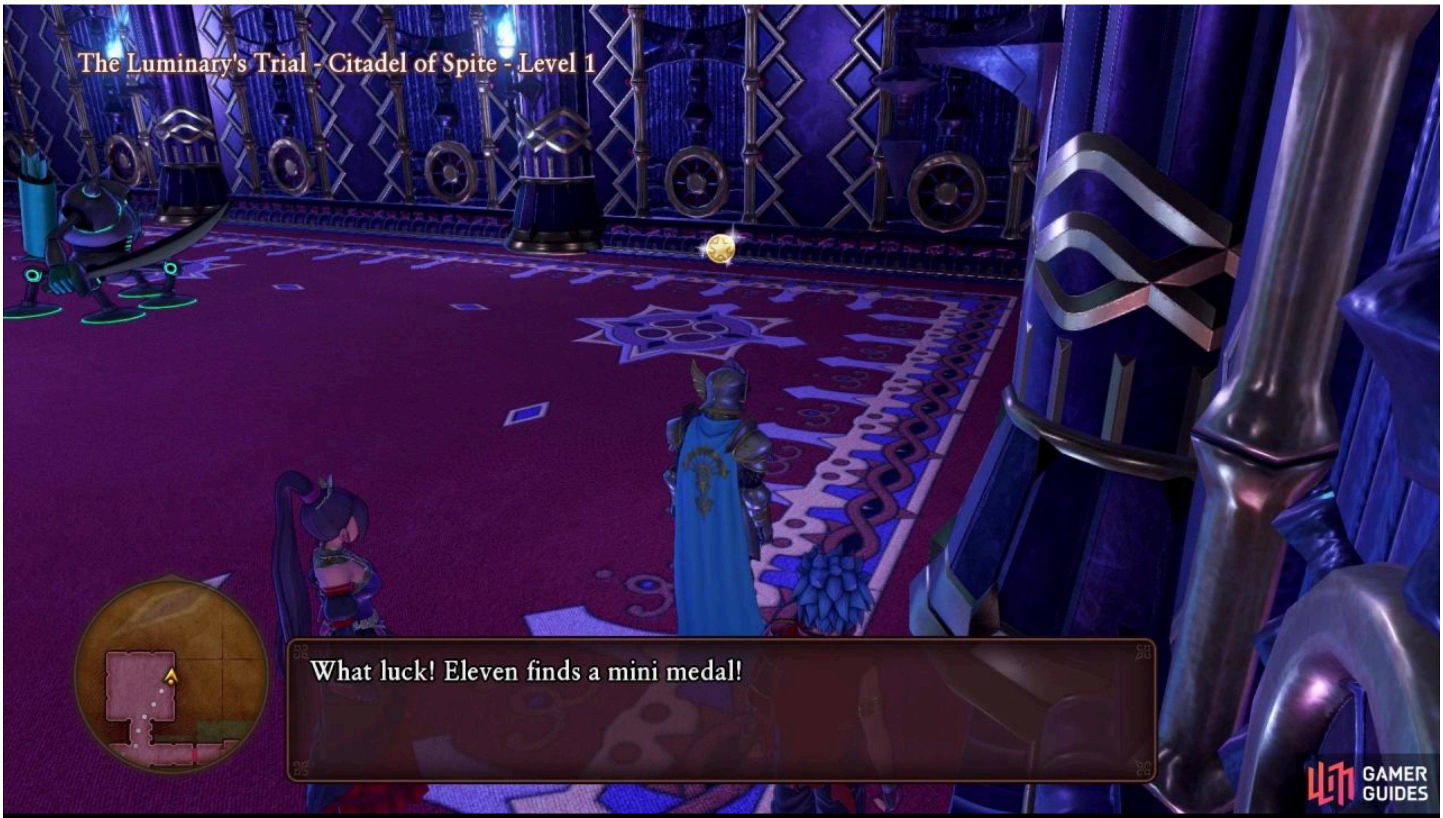
3 The location of Mini Medals 113-115



The Luminary's Trial - Citadel of Spite - Level 2

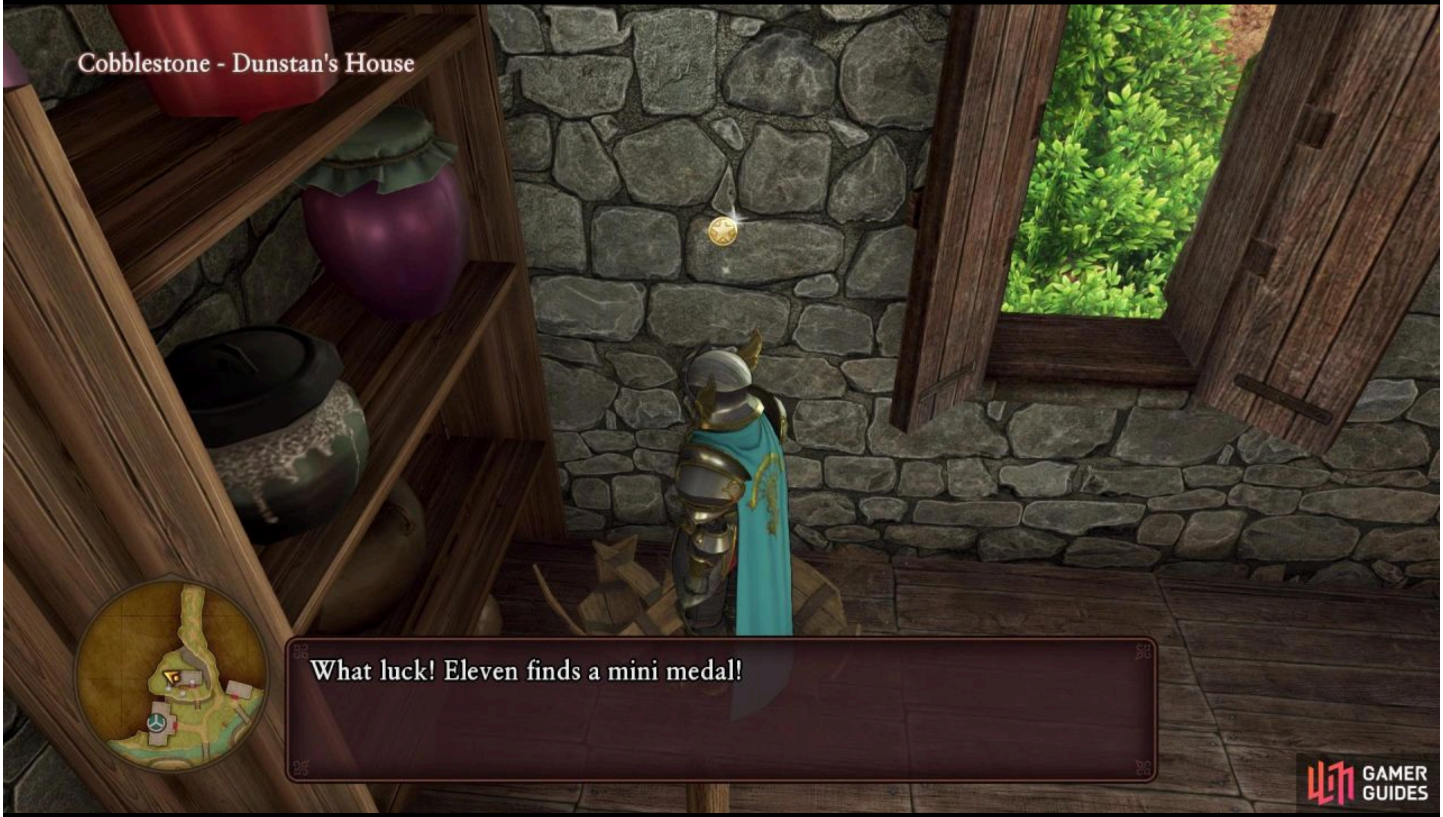
What luck! Eleven finds 5 mini medals!

4 The location of Mini Medals 116-120


The Luminary's Trial - Citadel of Spite - Level 1
GAMER GUIDES

What luck! Eleven finds a mini medal!

5 The location of Mini Medal 121


Cobblestone - Dunstan's House
GAMER GUIDES

What luck! Eleven finds a mini medal!

6 The location of Mini Medal 122

(Mini Medal #116-120) In a chest on Level 2 of **The Luminary's Trial - Citadel of Spite**. It's on the northern ledge in the room where you need the Dragooner mount.

(Mini Medal #121) You actually get this from a Sparkly Spot on Level 1 of **The Luminary's Trial - Citadel of Spite**. It's in the northern room on the eastern side.

(Mini Medal #122) Once you rebuild Cobblestone in the final part of the game, go to Dunstan's house (north of church) to find a barrel you can break for the Mini Medal in the upstairs room.

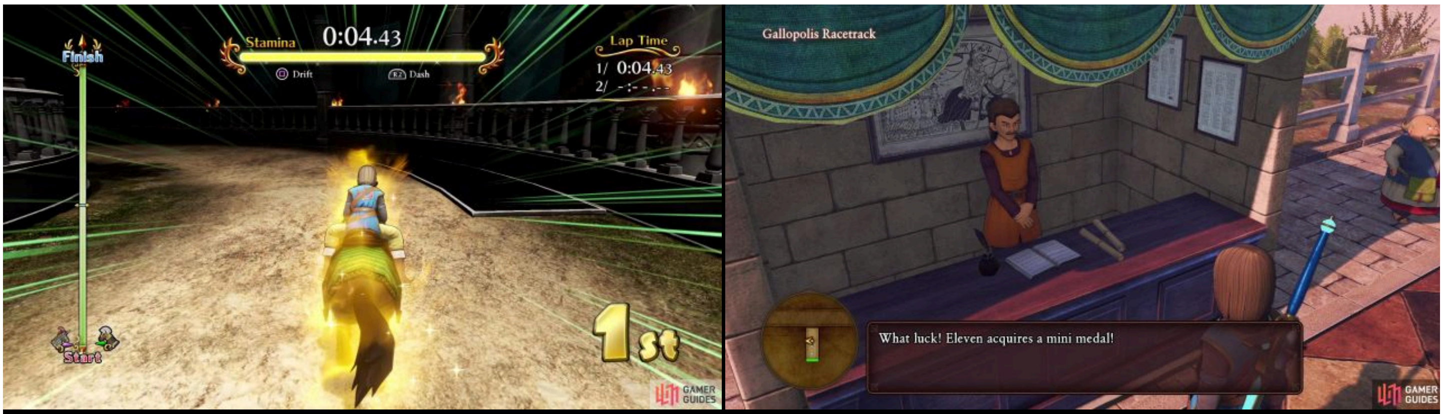
Extras » Mini Medals

Farming Mini Medals

Mini Medals can be an important thing in Dragon Quest XI, as they will allow you to get some unique equipment, as well as recipes for powerful items. There are only so many Mini Medals in the game's world, though, and the fact that you can continue turning in medals for more prizes after the initial set may want you yearning for more of the little coin-like objects. Well, you can actually obtain an infinite amount of Mini Medals, as there are some enemies that drop them, plus the Black Cup in the Gallopolis Horse Races will allow you to get some of them. It's important to note that all of the enemies that can drop Mini Medals only exist in the final part of the game, so you won't be able to get any before then.

The Black Cup

One of the wishes from the Drustan Trials will allow you to unlock a new set of horse races at Gallopolis, called the Black Cup. These are very challenging races, as not only are your opponents quite tough, but the races themselves will take place in almost complete darkness. However, the Black Cup is one of the easier places to farm for Mini Medals, since it is a participation prize. That means no matter what place you finish, you will always get a Mini Medal as a prize.



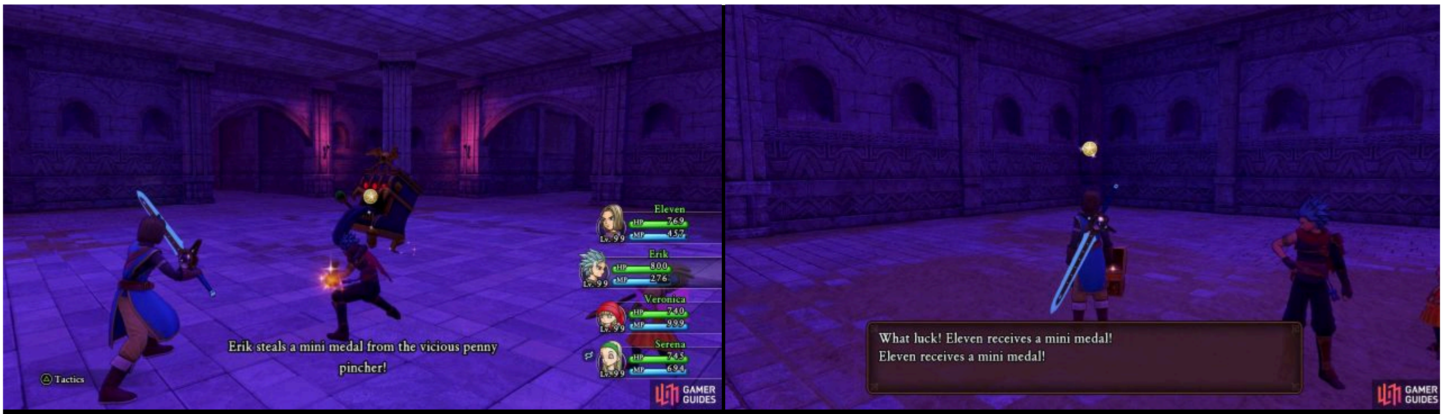
What luck! Eleven acquires a mini medal!

One way to farm for Mini Medals is to race in the Black Cup (left), You will always get one for just participating in the Black Cup (right)

Drops from Enemies

Once you reach the **Drustan Trials**, you will start seeing some enemies that will begin dropping Mini Medals. It should be noted that all of these enemies have the Mini Medal as their common drop, so it is possible to steal them with Erik. While there is one enemy outside of the Trials that has them, it's not one that respawns without leaving that area, so it's better to stick to the Trials. In fact, the first area (The Cruel Crypt) is the best, since it has a few enemies that can drop the medals. You will want to go here at night, so make sure it's that time of day before entering Trial Isle, as time doesn't pass there normally.

You are looking for the Umbras, which are the red shadow ghosts, as well as Vicious Penny Pinchers and Vicious Bloody Hands. All three of them can drop Mini Medals and as mentioned before, they are in the common slot, so you could try to use Erik to steal them, too. The Sage's Trial - Hoarder's Keep could be another potential spot to farm them, as the Gold-Plated Puppets drop them and there are some in the very first room, when you spawn into the place. The following table is a list of all enemies that drop Mini Medals (all locations are in the final act of the game):



Erik steals a mini medal from the vicious penny pincher!

What luck! Eleven receives a mini medal!
Eleven receives a mini medal!

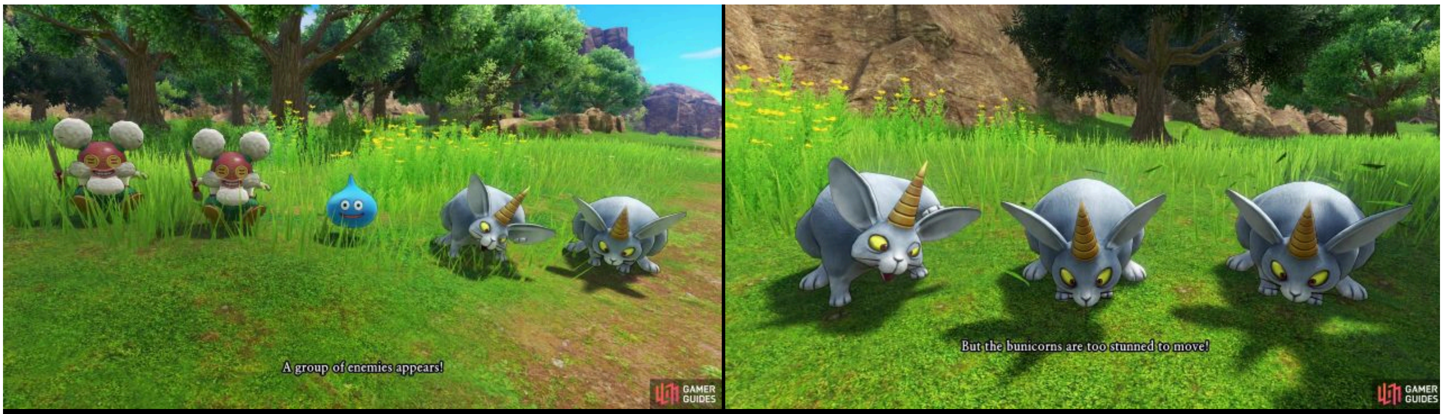
Erik is able to steal the Mini Medals from every enemy (left), plus you can also get them as drops after the battle (right)

Enemy	Location
Mega Mimic	The Other Side; The large chest in upper area, near the story exit
Umbra	Disciple's Trial - The Cruel Crypt; Upper
Vicious Penny Pincher	Disciple's Trial - The Cruel Crypt; Lower
Vicious Bloody Hand	Disciple's Trial - The Cruel Crypt; Upper/Lower (Night)
Vicious Octopot	Disciple's Trial - The Eerie Valley; Central River section (Night)
Vicious Hardy Hand	Sage's Trial - The Fierce Forest (only appears with other enemies)
Vicious Gold-Plated Puppet	Sage's Trial - Hoarder's Keep (first room)
Vicious Token Taker	Sage's Trial - Hoarder's Keep
Vicious Ham Shamwitch	Sage's Trial - Hoarder's Keep; Level 2 (Night)
Pandora's Big Bad Box	Luminary's Trial - Citadel of Spite (Level 3)
Gold Grabber	Luminary's Trial - Citadel of Spite (Level 3)

Extras » How To Grind

Bunny Tails

The drop rates for items in Dragon Quest XI can be a bit on the low side, especially if you're going for those rarer items. However, there are pieces of equipment that improve the drop rate of items from enemies, with the first one you can obtain being Bunny Tails. What these magical little accessories do is increase the drop rate success by 1%. Considering you can equip two accessories at a time and have four characters in battle, that means equipping eight Bunny Tails will bump that up to 8%. So, as the name of the accessory suggests, Bunny Tails will drop from the Bunicorn and other enemies of the same kind, which extends to Spiked Hares and 24-Carrot Bunicorns (this is a Rarefied version).

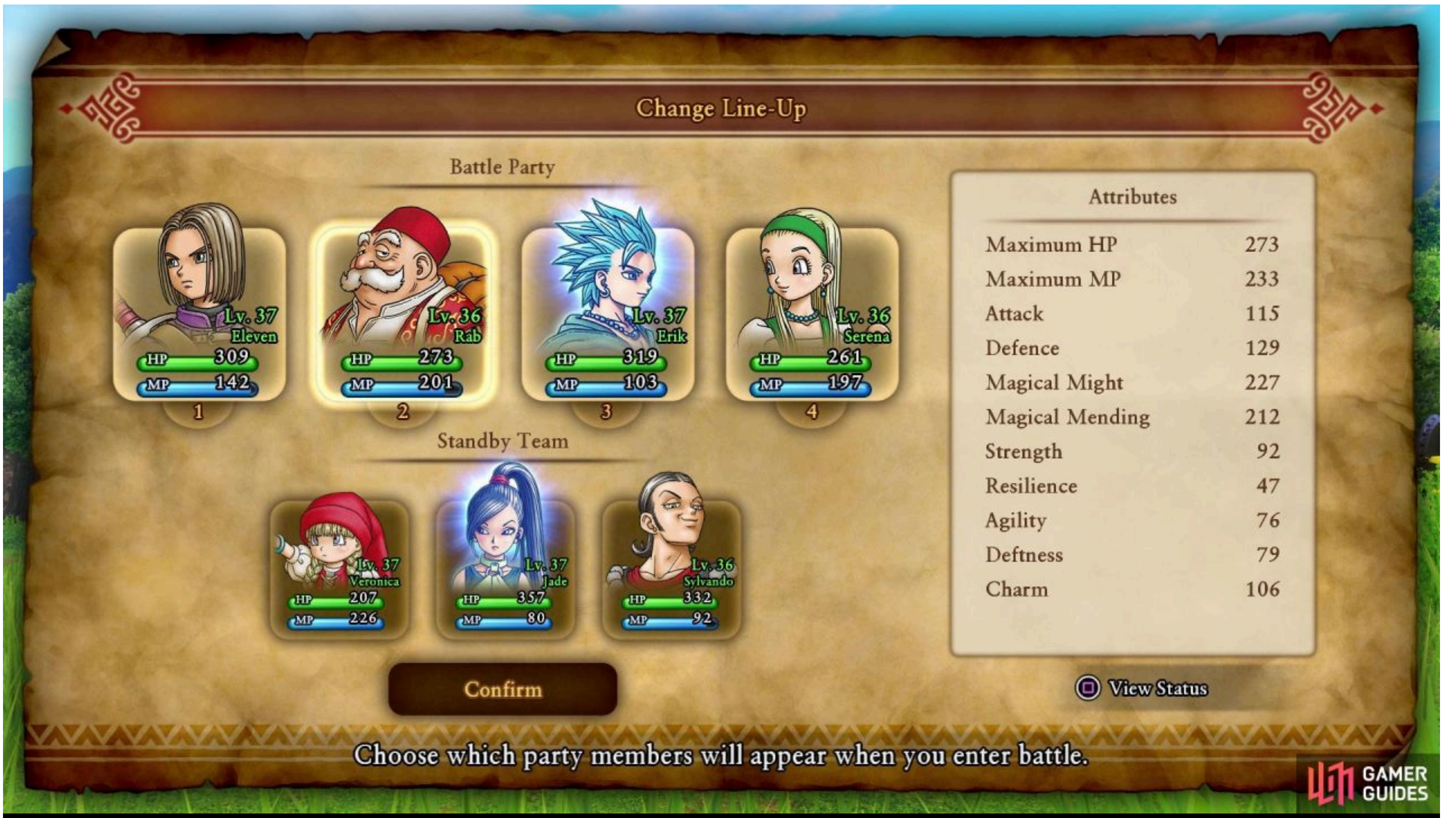

A group of enemies appears!
But the bunicorns are too stunned to move!

Bunicorns can be farmed from near the beginning of the game (left), Sometimes you'll get lucky and have a battle with nothing but Bunicorns (right)

Bunicorn

The Bunicorn is an enemy you likely have seen a lot of during your early adventure. They are located in the Heliodor Region, around the campsite there, both during the day and at night. Note that at night, the Bunicorns will be sleeping and in groups of three or four, so they aren't roaming about and you'll have plenty to pick from in those groups. The Bunny Tail is their rare drop (Leather Hat is the common), so you have two choices on how to go about farming the accessory you want. It's possible to do it at the beginning of the game, but it'll be a little easier when you have Erik in your party. Also, you could use Half-Inch to potentially steal the Leather Hat, leaving only the Bunny Tail as a drop.

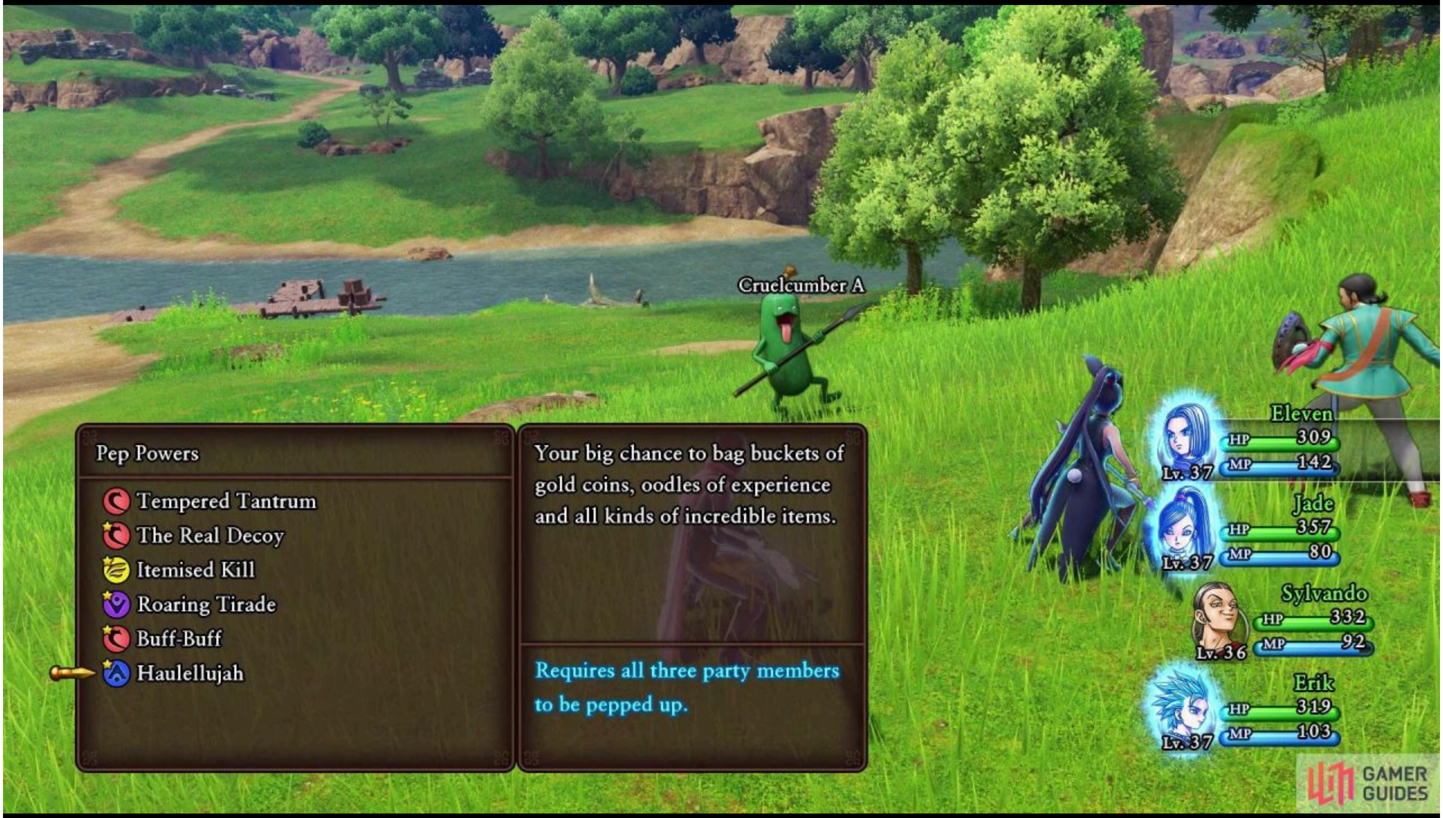
Once you gain access to the ship, you can drop anchor at Emerald Coast and backtrack with your party. However, the best option would be to wait until you get Jade in your party, as that grants you access to the Hallelujah Pep Power. This one has no specific skills needed, and requires the Hero, Erik and Jade to be pepped up in battle. Once the conditions have been met, you can perform the maneuver. What this does is guarantees the rare drop from the last three enemies you defeat in battle, so if those are the Bunicorns, then you're guaranteed the Bunny Tails. This is much, much easier than simply slaying them all and hoping for a drop.


Change Line-Up
Battle Party
Lv. 37 Eleven HP 309 MP 142
1
Lv. 36 Rab HP 273 MP 201
2
Lv. 37 Erik HP 319 MP 103
3
Lv. 36 Serena HP 261 MP 197
4
Standby Team
Lv. 37 Veronica HP 207 MP 226
Lv. 37 Jade HP 357 MP 80
Lv. 36 Sylvando HP 332 MP 92
Confirm
View Status
GAMER GUIDES

Attributes	
Maximum HP	273
Maximum MP	233
Attack	115
Defence	129
Magical Might	227
Magical Mending	212
Strength	92
Resilience	47
Agility	76
Deftness	79
Charm	106

Choose which party members will appear when you enter battle.

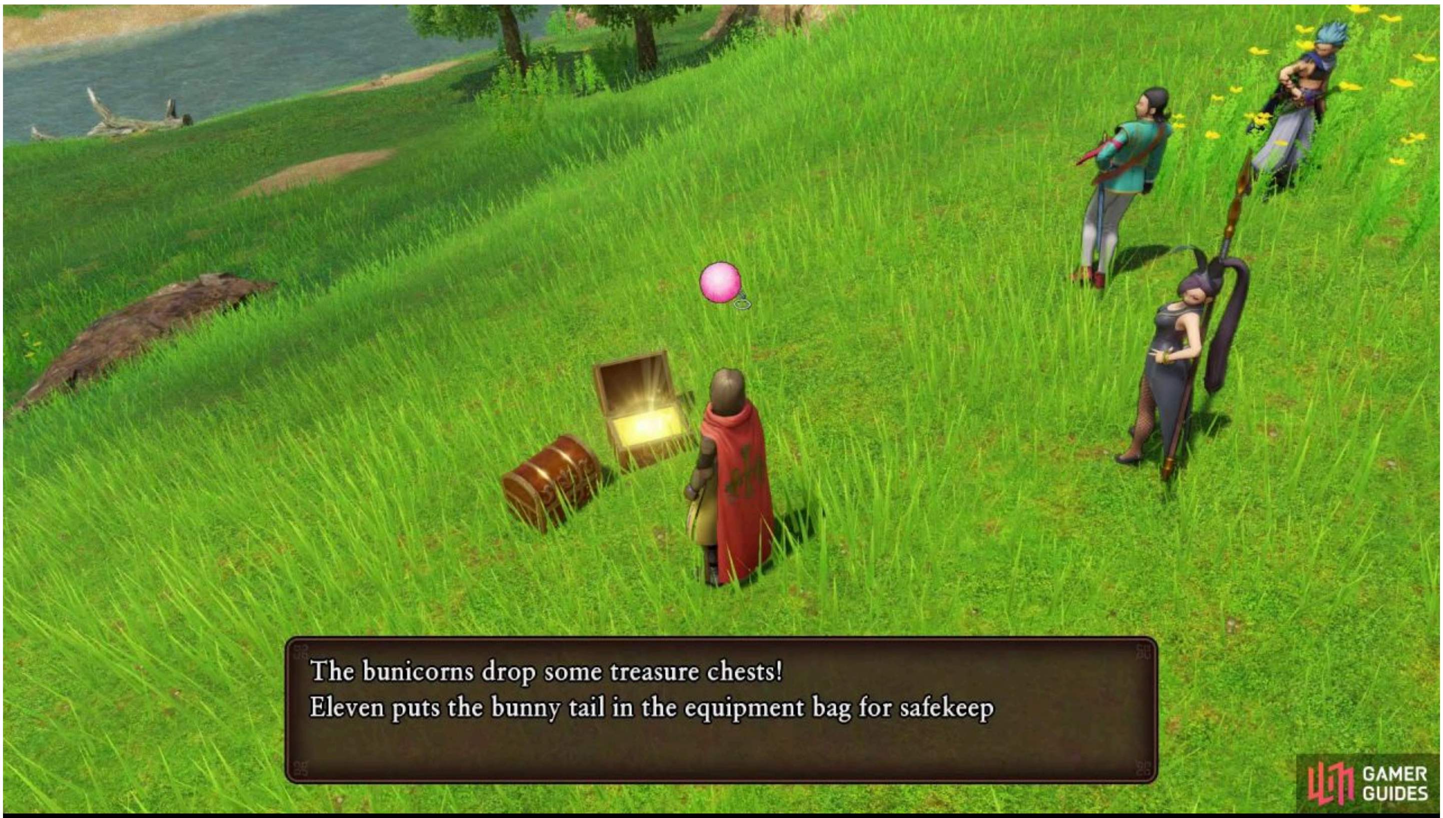
① You can put characters out of battle once they're pepped up


Cruelcumber A
Pep Powers
Tempered Tantrum
The Real Decoy
Itemised Kill
Roaring Tirade
Buff-Buff
Haulellujah
Eleven HP 309 MP 142 Lv. 37
Jade HP 357 MP 80 Lv. 37
Sylvando HP 332 MP 92 Lv. 36
Erik HP 319 MP 103 Lv. 37
GAMER GUIDES

Your big chance to bag buckets of gold coins, oodles of experience and all kinds of incredible items.

Requires all three party members to be pepped up.

② Once you have everyone ready, you can use Haulellujah



The bunicorns drop some treasure chests!
Eleven puts the bunny tail in the equipment bag for safekeep

③ Using it will guarantee Bunny Tails if they are part of the last three defeated

Spiked Hare and 24-Carrot Bunicorn

This enemy can be found on Insula Occidentalis, as well as in the Champs Sauvage region, which you do go to when going after the Silver Orb in the first portion of the game. The Bunny Tail from the Spiked Hare is its common drop, so there's a higher chance of getting it from them, as compared to the normal Bunicorn. There is also a Rarefied version of the Bunicorn that can be found in the same two locations, called the **24-Carrot Bunicorn**. It is much more challenging of a fight, especially if you encounter it during your first trips to either area, but the Bunny Tail is a common drop and much easier to get. It's probably easier to stick with either of the two normal monsters.

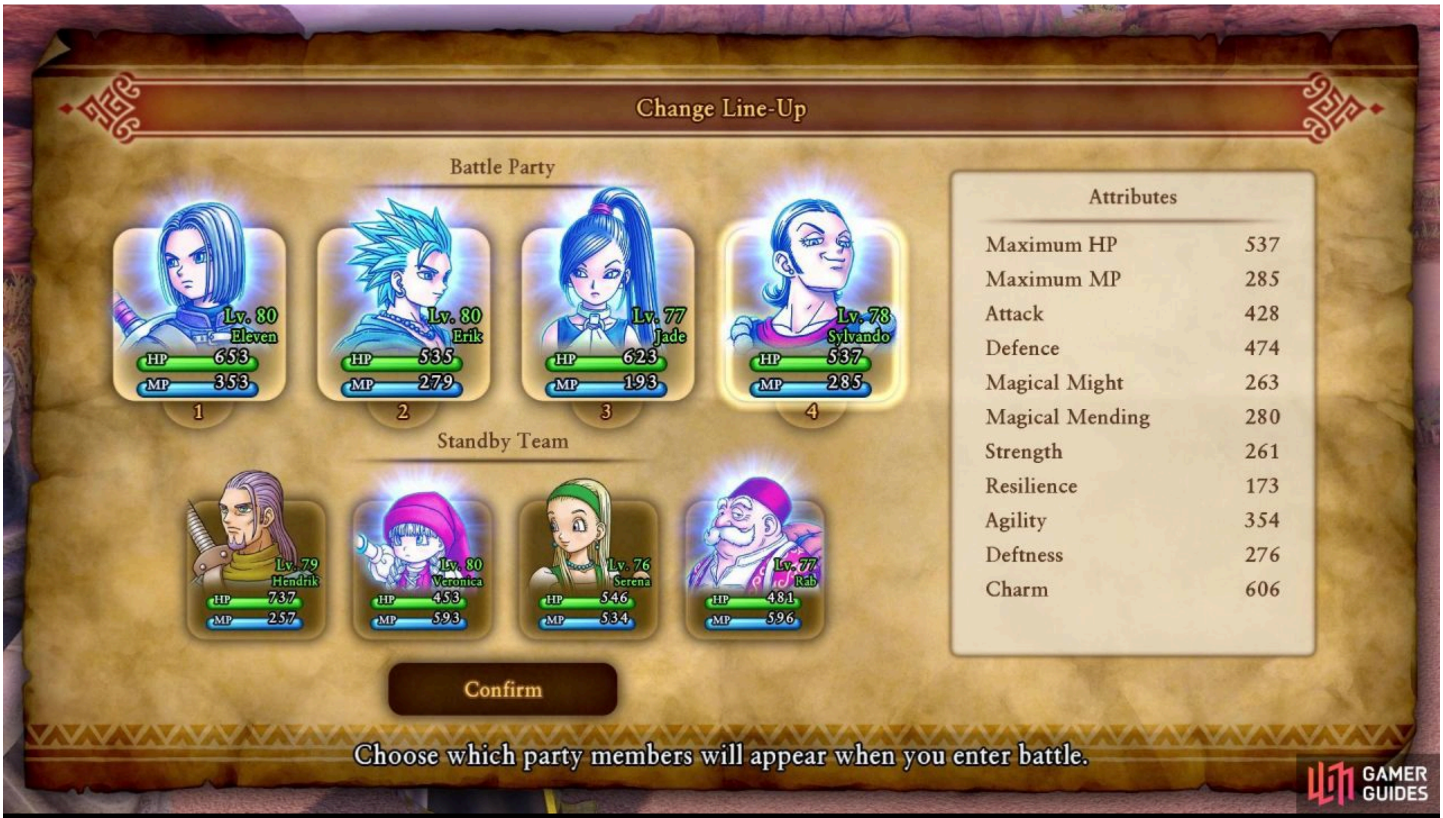
Story Changes

As you progress in the game, you will notice some changes in the monsters, which also means that enemies might not be found in the same spots as before. In the first and second parts of the game, Bunicorns will be found in the Heliodor Region, but they disappear completely in the final part. As for the Spiked Hares, you will always find them on Insula Occidentalis in the first and last parts of the game. In the middle part, though, they will move to the Eerie Eyrie, so if you're looking for Bunny Tails then, you will have to go there. Where the Spiked Hares go, though, so does the 24-Carrot Bunicorn.

Extras » How To Grind

How To Level Up Fast

Anyone familiar with Dragon Quest games knows that the best way to grind for experience is Metal Slime monsters, and that's no different with Dragon Quest XI. The catch with this game is that it's possible to force encounters with Metal Slimes, thanks to the Pep Powers. In fact, there is a method in which you can obtain a lot of experience to boost your levels by four or so in each fight, revolving around using the Pep Powers. You will need five characters to make this work effectively, which are the Hero, Erik, Jade, Sylvando, and Rab. Before doing anything, though, the Hero should have learned **Pep Up** in his Luminary tree and you will also need some **Pep Pips**. Note that once you're level 70+ and spawn Vicious Metal King Slimes, then you will always receive a Pep Pip after the battle.


Change Line-Up
Battle Party
Lv. 80 Eleven HP 653 MP 353 1
Lv. 80 Erik HP 535 MP 279 2
Lv. 77 Jade HP 623 MP 193 3
Lv. 78 Sylvando HP 537 MP 285 4
Standby Team
Lv. 79 Hendrik HP 737 MP 257
Lv. 80 Veronica HP 453 MP 593
Lv. 76 Serena HP 546 MP 534
Lv. 77 Rab HP 481 MP 596
Confirm
GAMER GUIDES

Attributes	
Maximum HP	537
Maximum MP	285
Attack	428
Defence	474
Magical Might	263
Magical Mending	280
Strength	261
Resilience	173
Agility	354
Deftness	276
Charm	606

Choose which party members will appear when you enter battle.

You will need to prepare your characters by pepping them up

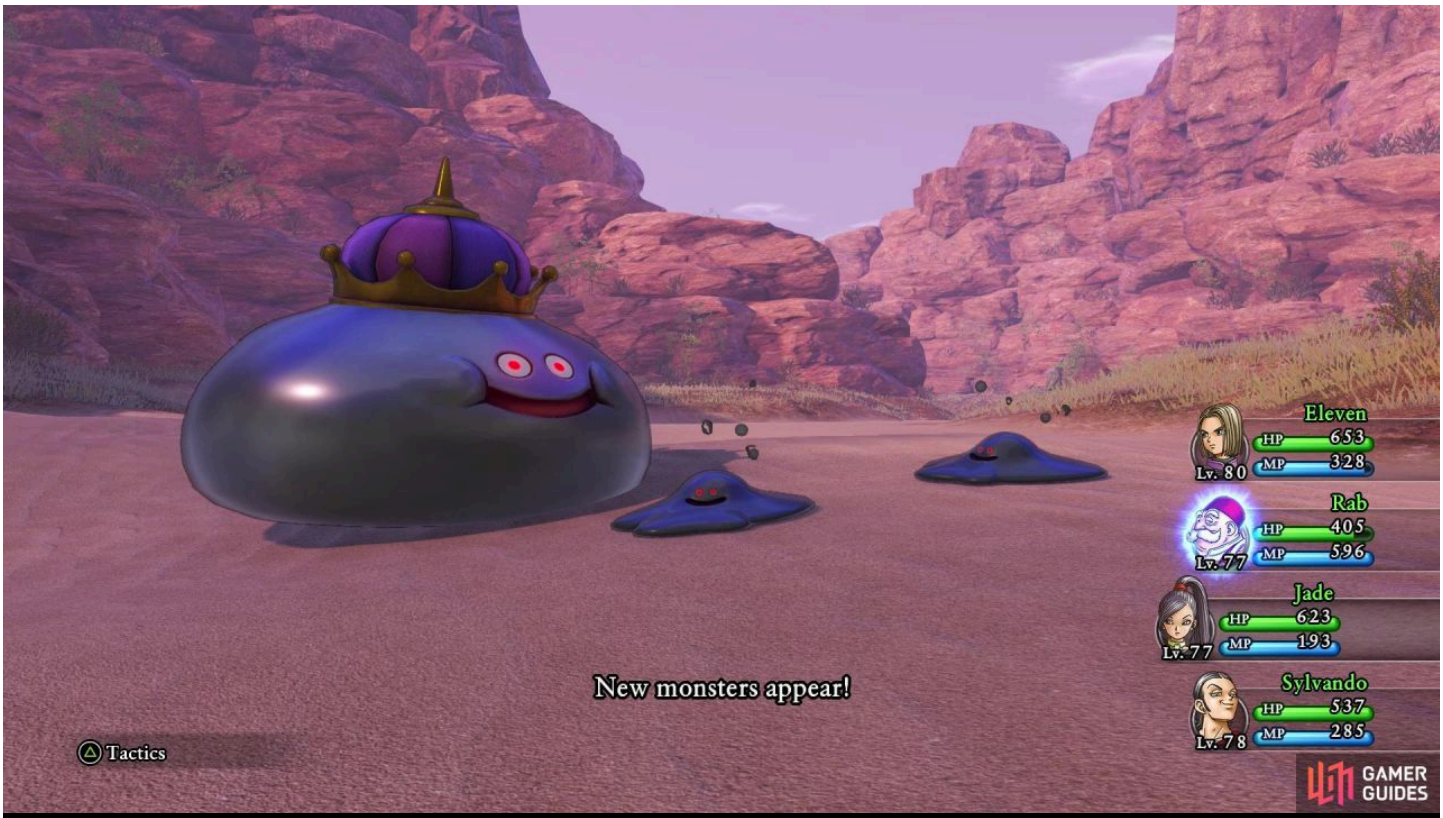
Tip

You will want to have **Critical Claim** on Erik and **Thunder Thrust/Lightning Thrust** on Jade before attempting this, as critical hits are the way to easily defeat Metal Slimes. Serena can also learn Thunder Thrust and Eight learns **Hatchet Man**, if you wish to add more to the team, but they shouldn't be necessary.

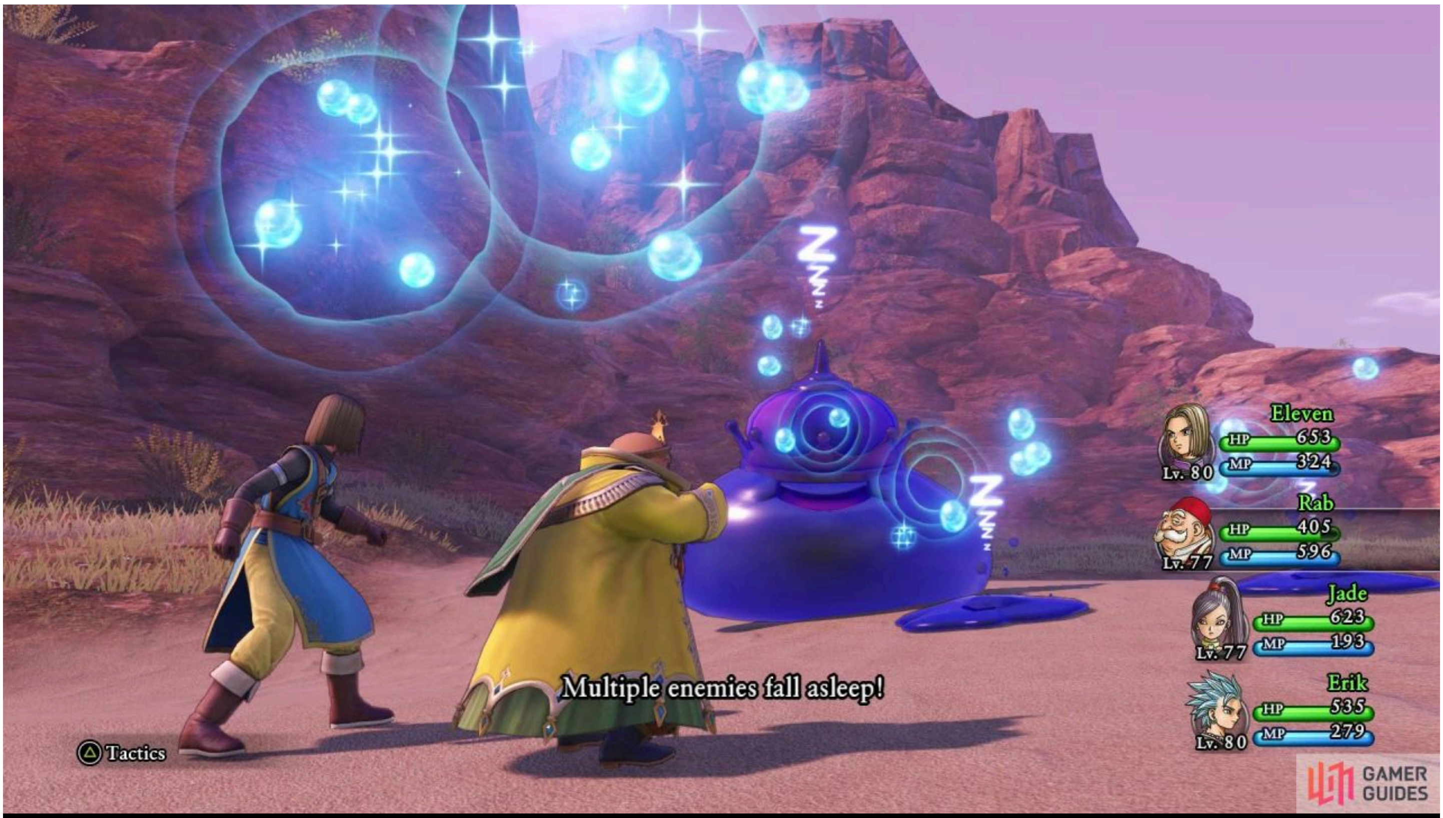
To prepare for things, you will want to get into a battle with enemies that don't run away. Start the battle with Rab, Erik, Jade and Sylvando, and keep guarding with them until they are all pepped up. You can switch them out for other characters, though, since not everyone is going to pep up at the same time. Once the four above are pepped, bring in the Hero and use Pep Up, then finish the battle and go to a save point. The reason why you're saving is that the Pep Power, Electro Light, doesn't always spawn Metal Slimes, so if you have bad luck and don't get them, then you simply reload your save to try again.

Metal Slime Bonanza

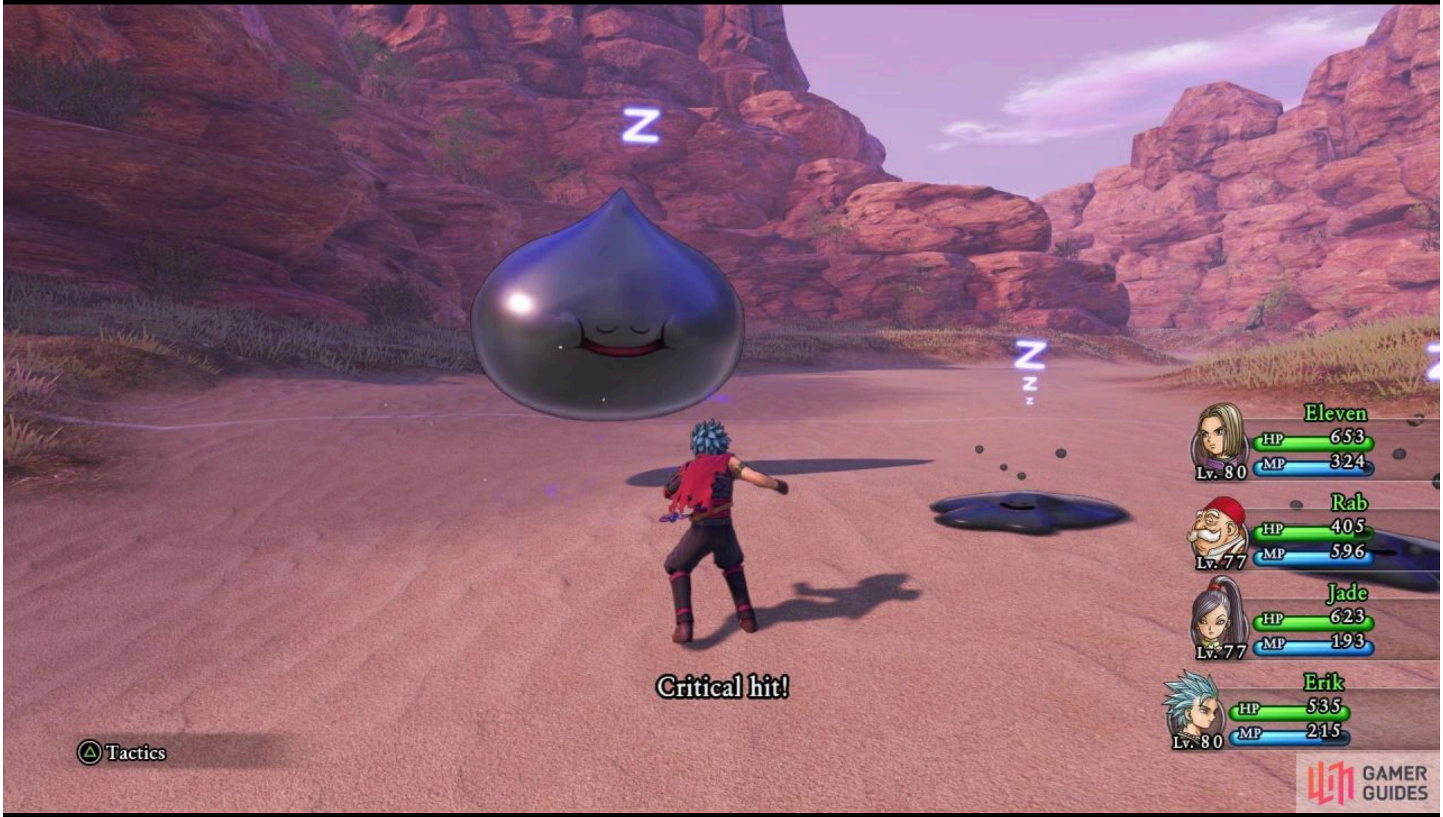
Once you have everyone pepped up, give Sylvando a Pep Pip and get into a battle to start the boost in experience. Start the battle with Hero, Erik, Jade and Sylvando and use the **Haullelujah Pep Power**. When you've used it, go ahead and swap Erik out for Rab, then have the Hero use Pep Up on his next turn. With this going on, you will also want to have Sylvando use a Pep Pip on Jade. You should now have Hero, Rab, Jade and Sylvando all pepped up, which means the next step of the method can be done. This is where a little bit of bad RNG can mean reloading your save that you should've done after getting everything ready before.


Eleven
HP 653
MP 328
Lv. 80
Rab
HP 405
MP 596
Lv. 77
Jade
HP 623
MP 193
Lv. 77
Sylvando
HP 537
MP 285
Lv. 78
New monsters appear!
△ Tactics
GAMER GUIDES

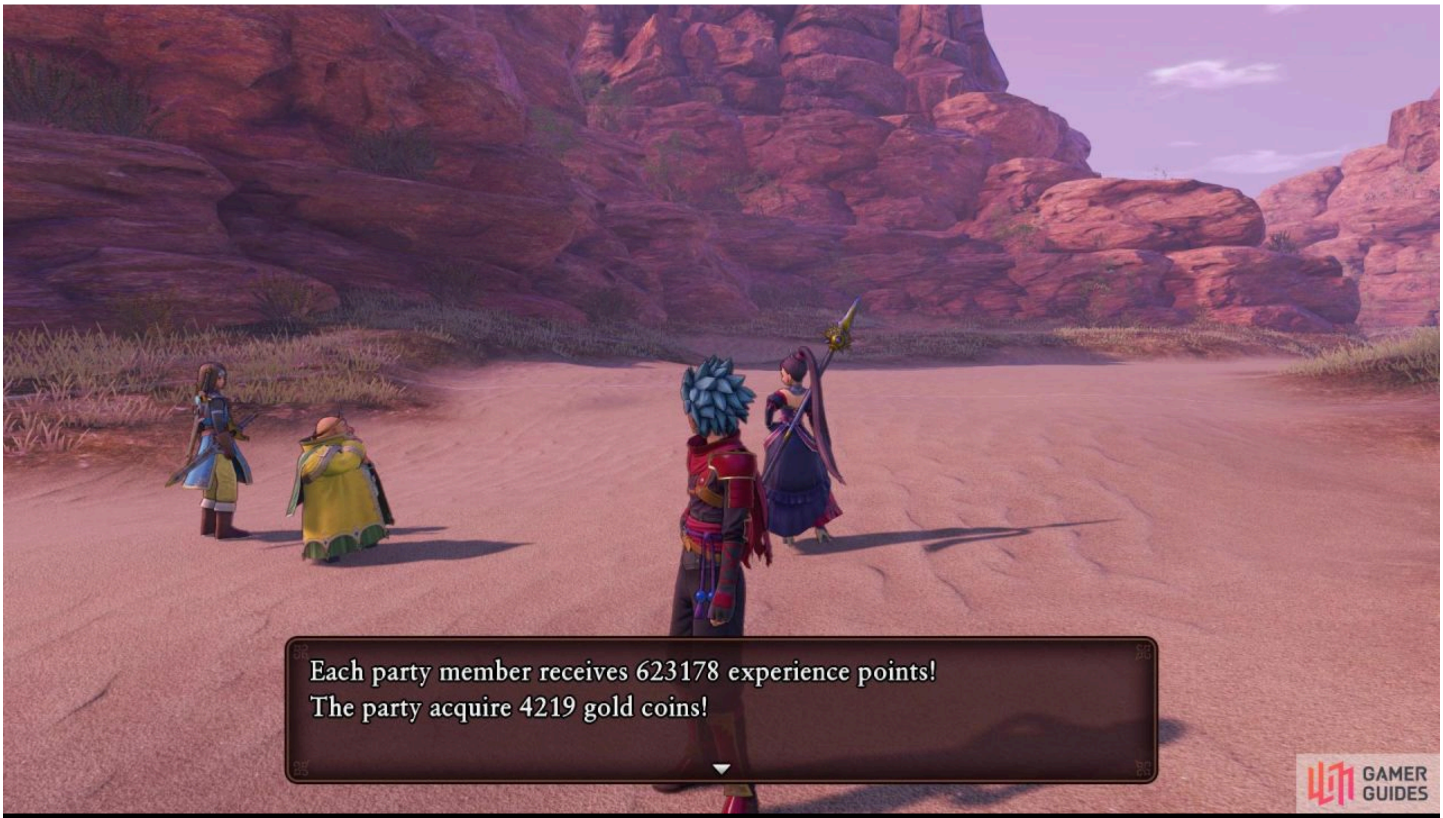
1 You're good when Electro Light summons the Metal Slimes


Multiple enemies fall asleep!
Tactics
Eleven
HP 653
MP 324
Lv. 80
Rab
HP 405
MP 596
Lv. 77
Jade
HP 623
MP 193
Lv. 77
Erik
HP 535
MP 279
Lv. 80
GAMER GUIDES

2 Dirge of Dundrasil makes sure they don't run away


Critical hit!
Tactics
Eleven
HP 653
MP 324
Lv. 80
Rab
HP 405
MP 596
Lv. 77
Jade
HP 623
MP 193
Lv. 77
Erik
HP 535
MP 215
Lv. 80
GAMER GUIDES

3 Use guaranteed criticals to defeat the Metal Slimes



Each party member receives 623178 experience points!
The party acquire 4219 gold coins!

4 Your reward will be a lot of experience

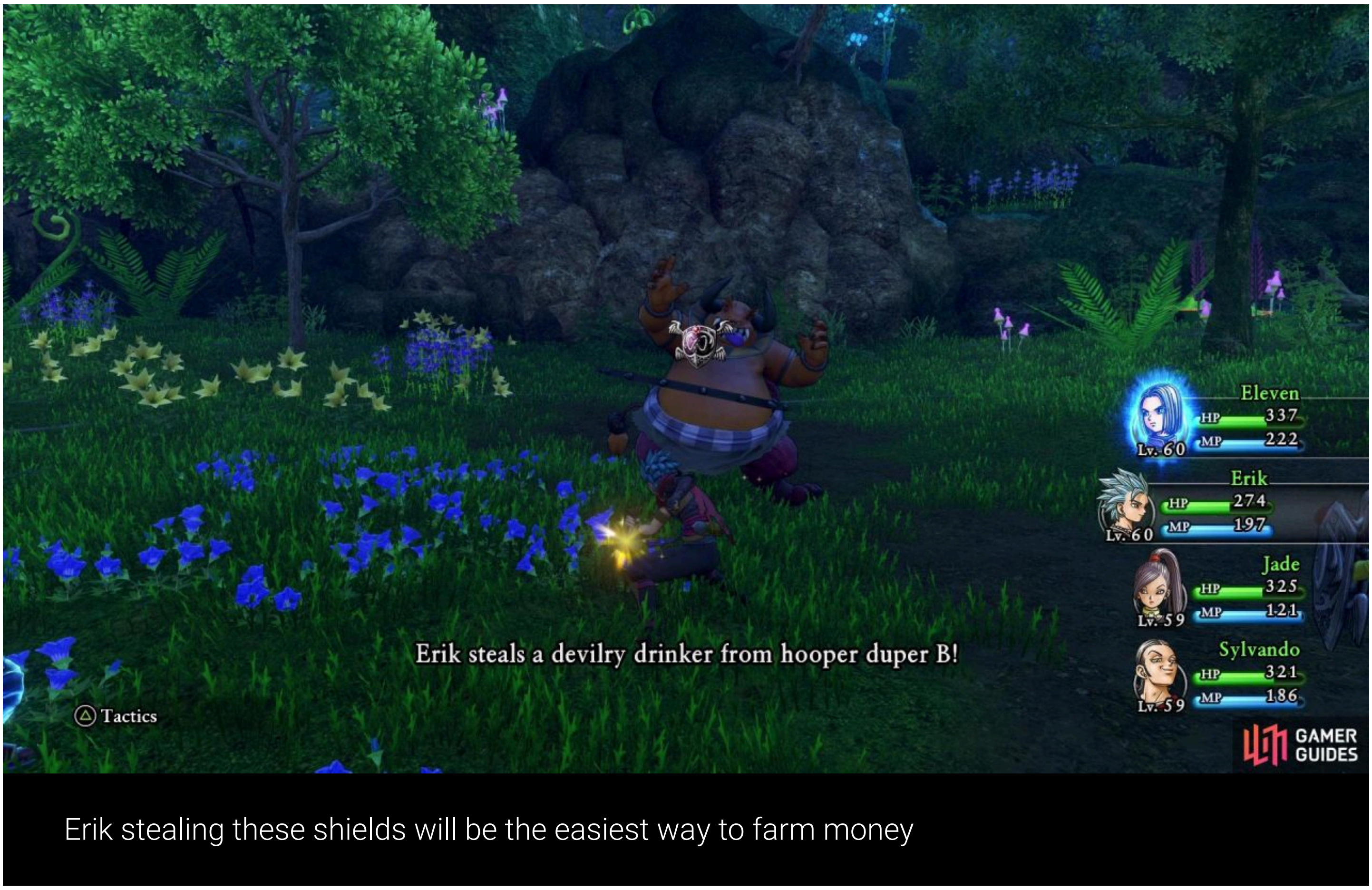
You will want to use the **Electro Light Pep Power** now and if you get the robots, then you reset your game and try again from the start of the previous paragraph. Note that after using Electro Light, you can swap Erik back in for Sylvando, since he won't be needed anymore. If you get Metal Slimes, you can wait until it's Rab's next turn and have him use the **Dirge of Dundrasil Pep Power** to put the Metal Slimes to sleep. This makes sure they don't flee right away and gives you a few chances to use your critically-hitting abilities to take them down. Try not to use normal attacks or abilities, though, since that might wake them up and they will flee.

If done correctly, you will be swimming in experience after the fight. At level 70+, with two Vicious Liquid Metal Slimes and a Vicious Metal King Slime, you should get at least 500,000 EXP for all characters in your party, boosting their levels immensely. It should be noted that the boost modifier from Haullelujah is not set in stone, as it has a range that is randomly set when you cast it. Also, the Vicious Metal King Slime, if you're doing this past level 70, will always drop a Pep Pip (it's the rare drop, which it will always yield thanks to Haullelujah). You can easily reach level 99 with this method, in a couple of hours.

Farming Money

Money is always an issue in a lot of RPGs, as you will need to keep up with equipment from shops and sometimes, enemies don't drop a lot of it. In Dragon Quest XI, gold is something that shouldn't be too much trouble, especially for equipment, but one of the best things you can use money on is buying materials for forging. There is no set method or enemy that drops a lot of gold in itself, so you're stuck with just normal grinding if you're looking to purchase a shiny new weapon or piece of armor. Unfortunately, you don't really get a good source of money until much later in the game.

It isn't until you have access to the final part of the game that you can farm money. Once you are in that section of the game, wait until your characters have access to the skies again and head to The First Forest Whale Way Station, which is just north of Yggdrasil. You will be hunting some enemies here, called Hooper Dupers, but you want to make sure you have a few things ahead of time. Erik will primarily be your go-to character here, but you need Half-Inch on him, as well as the Sticky Fingers passive (both in the Guile tree). You can also increase the chance of stealing something by crafting Robber Gloves and getting them to +3.



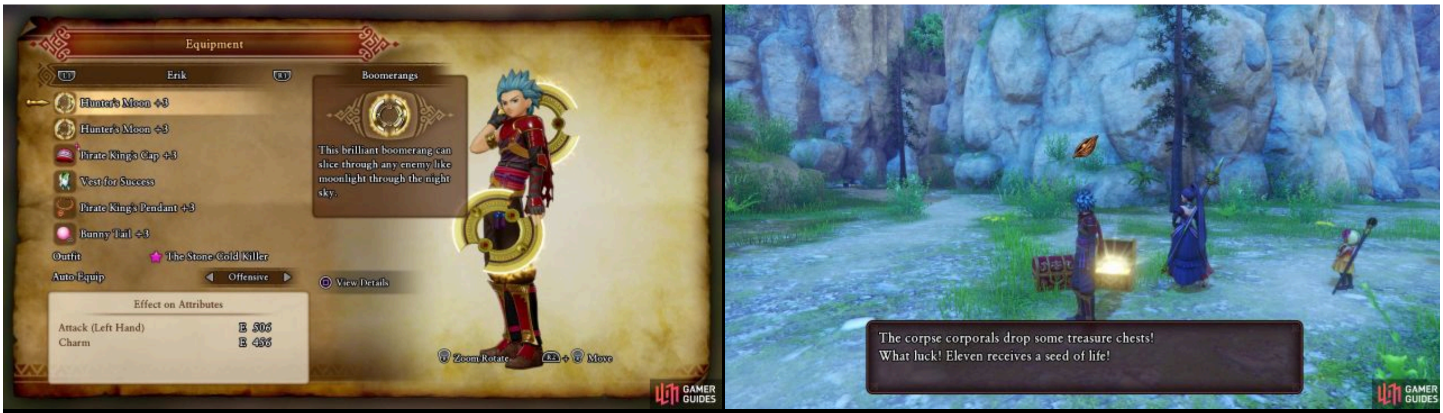
Erik steals a devilry drinker from hooper duper B!

Erik stealing these shields will be the easiest way to farm money

Once you have all of the above situated, go to the location listed above and hunt down some Hooper Dupers. These enemies have a shield called **Devilry Drinker** in their common slot. That is what you will be stealing, since those shields sell for 30,000G a piece. So, you simply get into battles with them, steal the shields, then either flee or defeat all of the enemies. If you want to get even more into it, then you could also equip drop-increasing gear on your party and try to get more shields to drop. Note that the Hooper Dupers can also drop Seeds of Sorcery, which increase a character's Magical Might stat.

Farming Seeds

Introduced in Dragon Quest II, Seeds provide a permanent buff to your characters' stats upon consuming them. Most of the time, there's only so many seeds in a game, but Dragon Quest XI has enemies that drop seeds. So, this means that you will be able to boost a character's stat to its max, if you wanted to, although this would require a lot of grinding/farming. It is not necessary at all to do any real seed farming in the game, as the majority of the content can be completed without them, plus you do get a lot of them as you progress through the game and do some of the optional content (Tickington for Definitive Edition and the Crossbow Targets for original).


Equipment
Erik
Hunter's Moon +3
Hunter's Moon +3
Pirate King's Cap +3
Vest for Success
Pirate King's Pendant +3
Bunny Tail +3
Outfit
The Stone Cold Killer
Auto Equip
Offensive
Boomerangs
View Details
Effect on Attributes
Attack (Left Hand) 506
Charm 436
Zoom/Rotate
Move
GAMER GUIDES

This brilliant boomerang can slice through any enemy like moonlight through the night sky.

The corpse corporals drop some treasure chests!
What luck! Eleven receives a seed of life!

You'll want to equip items that increase the drop rate (left), making it easier to get seeds from the enemies (right)

It should be mentioned that all of the seed drops are in the rare slot, so fighting the enemies normally isn't going to get you anywhere. You will want to equip the best gear that ups the drop rate of items from enemies. Bunny Tails are a must, with your characters able to equip two each, except for Erik, who will be using the Pirate King's Pendant. If you aren't sure where to get Bunny Tails, then you can go to the Bunny Tails page to learn more. For other items you want to equip if you're farming seeds, there is the Vest of Success for Erik and the Academy costumes for the ladies. Note that the ideal team is Erik, Jade, Veronica and Serena, but you can swap out Veronica for the Hero, due to the Haullelujah Pep Power. If you haven't used this before, it makes the last three enemies killed drop their rare items.

Tip

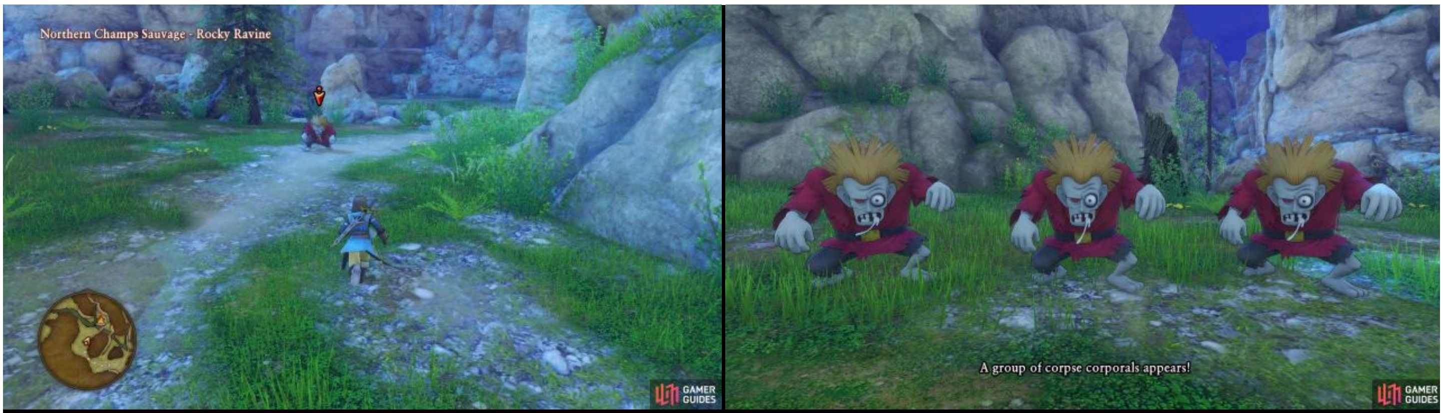
If you're playing the Definitive Edition, there are better Academy costumes in that version. Once you finish the **Whealbrook** area of Tickington, go to Quester's Rest to buy them from the NPC on the right side.

Note

The following locations are where you can farm the seeds in the final part of the game, as there is really no need to farm them during the main part of the game itself. In rare occasions, other time periods will be mentioned.

Seed of Life

The Seed of Life will increase a character's HP by 5 for each one consumed. These might be needed if you're doing all of the content in the Definitive Edition, but none of the normal content that's present in both requires these. The best place to farm Seeds of Life is in the final part of the game, so Zoom to the Champs Sauvage (North) campsite and rest there to make it night. Go south across the bridge to find some Corpse Corporals, which drop the Seed of Life. There are four enemies on the field, so hunt down all four, then return to the bridge to find they should respawn rather quickly. You can get up to three Corpse Corporals in each battle, so you should be getting Seeds of Life pretty quickly with the ideal setup.


Northern Champs Sauvage - Rocky Ravine
A group of corpse corporals appears!

You'll find the Corpse Corporals at night only (left), and you can get up to three per battle (right)

Seed of Magic

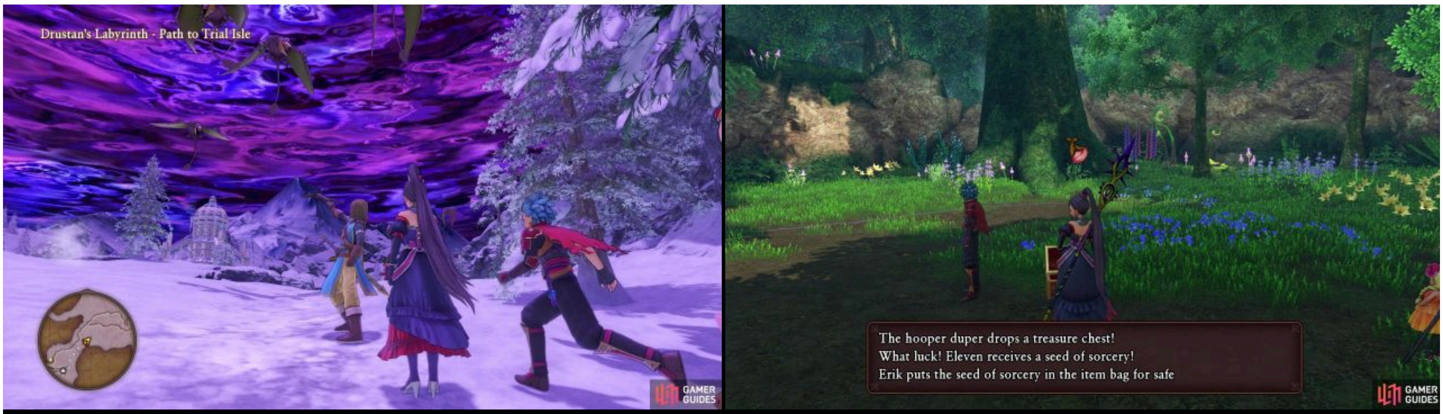
Similar to the Seed of Life, the Seed of Magic will increase a character's MP. Ideally, you only really want MP for Veronica and Serena, since the former has a skill that revolves around MP and they both have a Pep Power that is an evolution of that said ability. You could also use these on characters with low MP, like Jade and Eight. The best place for these is in the final part of the game, on the Path to Trial Isle. As you make your way through this place, you will gain the use of a Face Invader, which you use to break the giant ice barriers. This will grant you access to the upper areas, where you should see a bunch of Vicious Terrornodons flying around. These are the enemies that drop the Seeds of Magic. Reminder to enter the area during the day, as the Terrornodons only spawn in the daytime.

Seed of Strength

As the name suggests, the Seed of Strength will increase a character's Strength stat. Only physical attackers should be using these, as they don't really have much use on someone like Veronica and Serena. There is one central location for hunting these, which is Insula Incognita, the island in the southwest corner of the ocean. In the first part of the game, the Brownies there will drop them and once you reach the last part, then you have the Malicious Brownies and the Malicious Night Clubber, both of which will drop them.

Seed of Defence

The Seed of Defence will increase a character's defence stat upon consumption. This can go on pretty much anyone, but considering the rarity of the enemies that drop them, you shouldn't really bother too much with them. The best place to find enemies with a Seed of Defence drop is at the First Forest. In the first part of the game, you will find Mosstodons there, which can drop the seed. In the last part of the game, you will find Malicious Mosstodons there. The best place to look for them is south of the entrance from Arboria. They should be pretty close to the little rope bridge.



The hooper duper drops a treasure chest!
What luck! Eleven receives a seed of sorcery!
Erik puts the seed of sorcery in the item bag for safe

You'll need to use the crossbow to bring the Terrornodons down to get the Seeds of Magic (left), The Hooper Dupers are also a great source for Seeds of Sorcery (right)

Seed of Sorcery

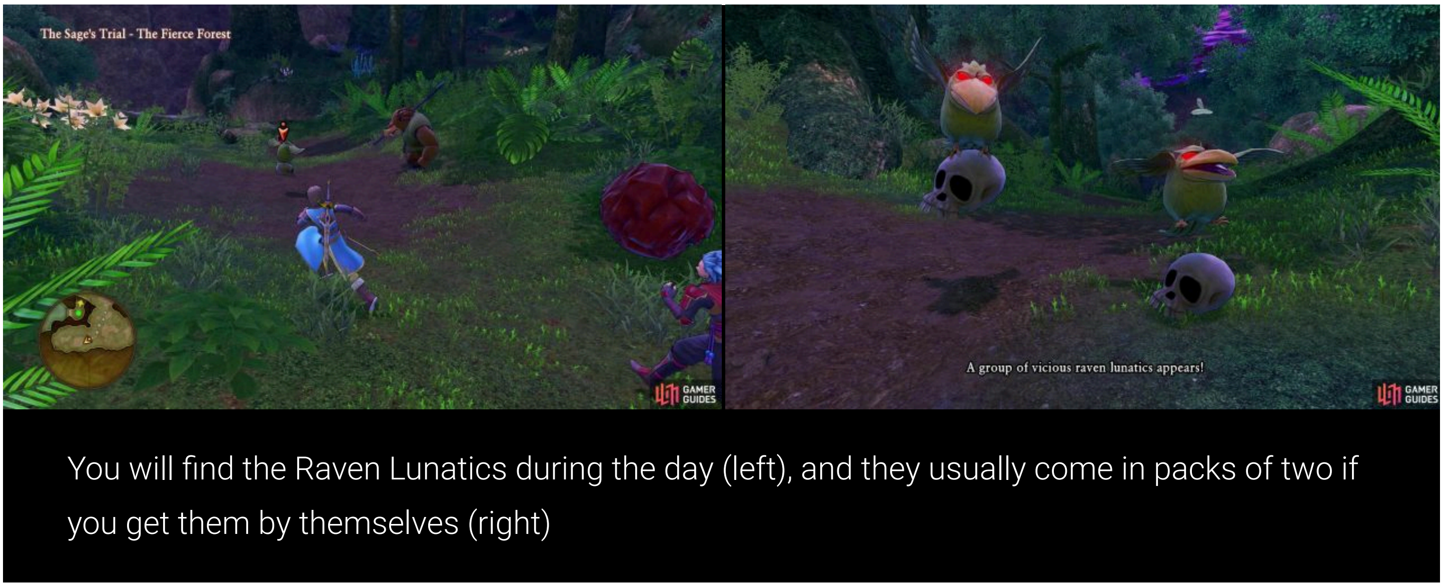
The Seed of Sorcery will increase a character's Magical Might upon using it. There isn't too many people where this applies, since the only characters that should be using magic at all is Veronica and Rab. Thus, they are the two candidates for Seeds of Sorcery. The best thing about these is that they drop from an enemy that also drops the best item to sell for money. In the final part of the game, go to the First Forest Whale Way Station, which is behind Yggdrasil. You are looking for the Hooper Dupers here, which come in a pack of three, although they can sometimes be found with the other enemies here.

Seed of Therapeusis

The Seed of Therapeusis will increase a character's Magical Mending stat upon using it. There isn't really a need for this, as once you gain access to spells like Omniheal, you don't have to worry about the Mending stat at all. If you were going to farm these, though, the ideal spot would be in the Sage's Trial - Hoarder's Keep. On the second floor, there is a spot with some Vicious Lump Shaman and those are the enemies you want. They're in the southwestern portion of the floor and it has to be day time in order to encounter them.

Seed of Agility

The Seed of Agility will increase a character's Agility stat upon consumption. Agility is always a great thing to have, although you will never really have multiple turns before the enemy, as that isn't how the game works. However, you will want to boost both Serena's and Eight's Agility, as it is pretty low. The best for this, in the final part of the game, is in the Sage's Trial - The Fierce Forest, during the day. Upon teleporting into the forest, go down the hill and take the southern of the two portals (on the map). From this section, follow the trail and go down the hill to find some Vicious Raven Lunatics. These will drop the Seeds of Agility. Use your crossbow to lure them away from the other enemies and you should almost always be fighting two in each battle. There are more to the east of the first two, near the portal that takes you to the bridge.


The Sage's Trial - The Fierce Forest
A group of vicious raven lunatics appears!
GAMER GUIDES
GAMER GUIDES

You will find the Raven Lunatics during the day (left), and they usually come in packs of two if you get them by themselves (right)

Seed of Deftness

The Seed of Deftness will increase a character's Deftness stat upon using it on them. Deftness is basically luck in this game, which increases how often you get the first attack in battle, land critical hits, steal from enemies, and successfully flee. Despite that, Erik is really the only one that truly benefits from increasing Deftness, since he is the only party member that can steal (you cannot steal items in the rare slot). If you head to the Emerald Coast at night, you should find a decent number of Malicious

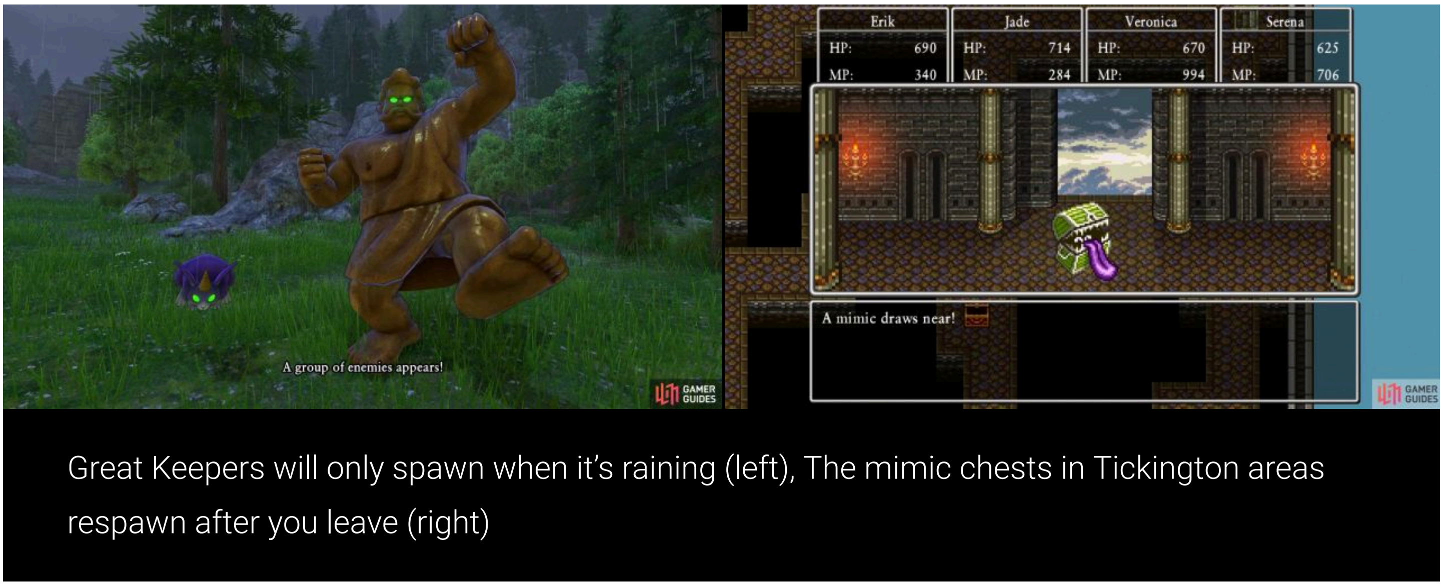
Shadeshifters roaming the place (final part of the game). These are the enemies that can drop the seeds.

Pretty Betsy

The Pretty Betsy will increase a character's Charm stat whenever you use it. There isn't really any use to farm these, since Charm doesn't affect too much. Some of Sylvando's skills can benefit from a higher Charm, like Hustle Dance, but he should get more than enough from equipment. Likewise, Jade's Allure tree skills also benefit from it, but they kind of cap at around 600 Charm or so, which is easily achievable through equipment. Should you wish to farm these, though, you can find Malicious Whirly Girly enemies in the Sniflheim Region, which will drop them.

Seed of Skill

The Seed of Skill will grant a skill point to a character, allowing them to potentially purchase skills on their trees. If you wish to max out everyone's trees in the final part of the game, then you will need to farm these. Otherwise, you should have more than enough SP at level 99 to purchase all of the important panels. In the final part of the game, you will need to head to the Dundrasil Region and wait for it to start raining. You can check on the weather with the Weather Cow nearby. Once it is raining, head south of the campsite there to find some Malicious Great Keepers falling from the sky, which are the enemies that drop the seeds.

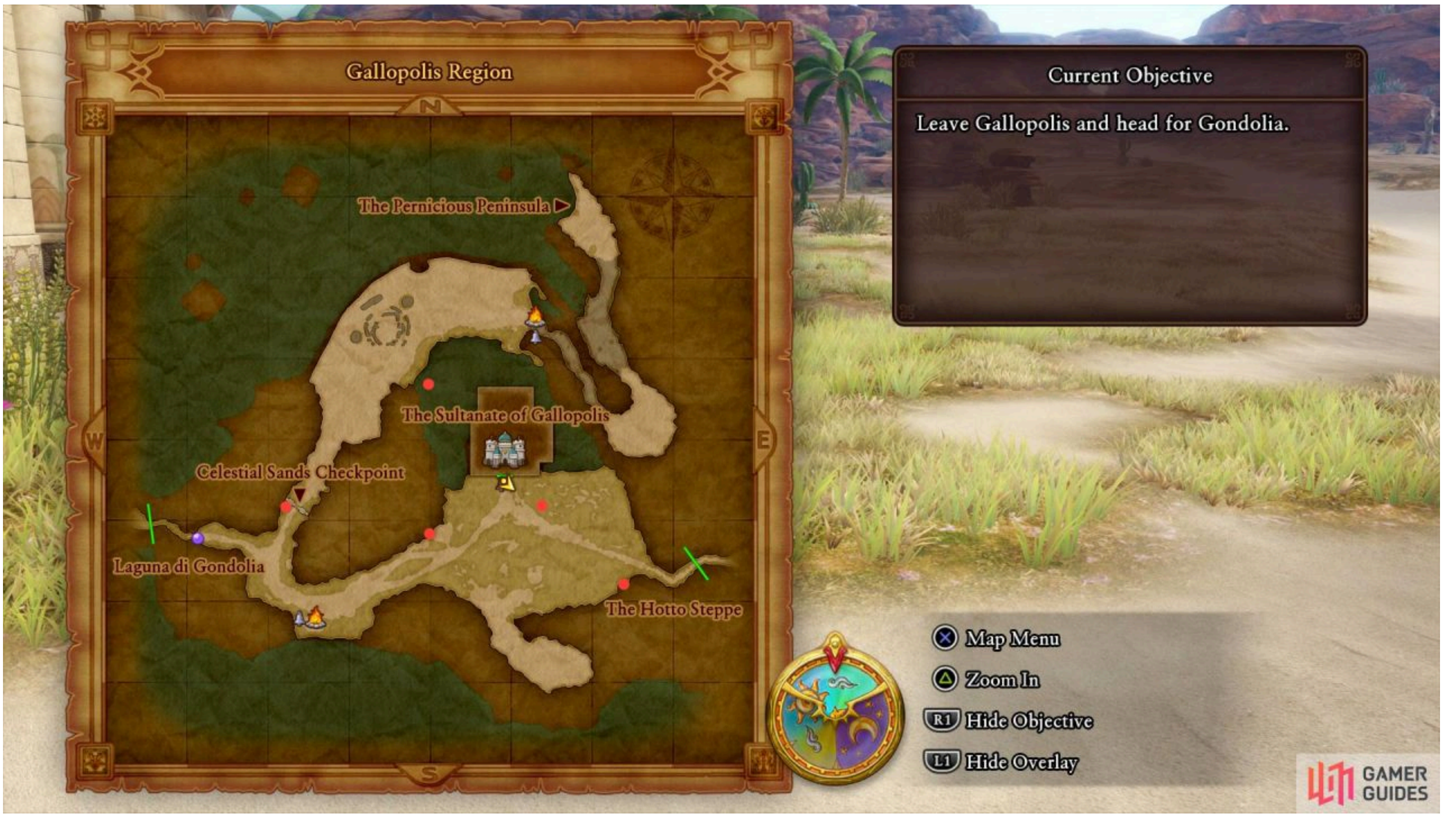

A group of enemies appears!

A mimic draws near!

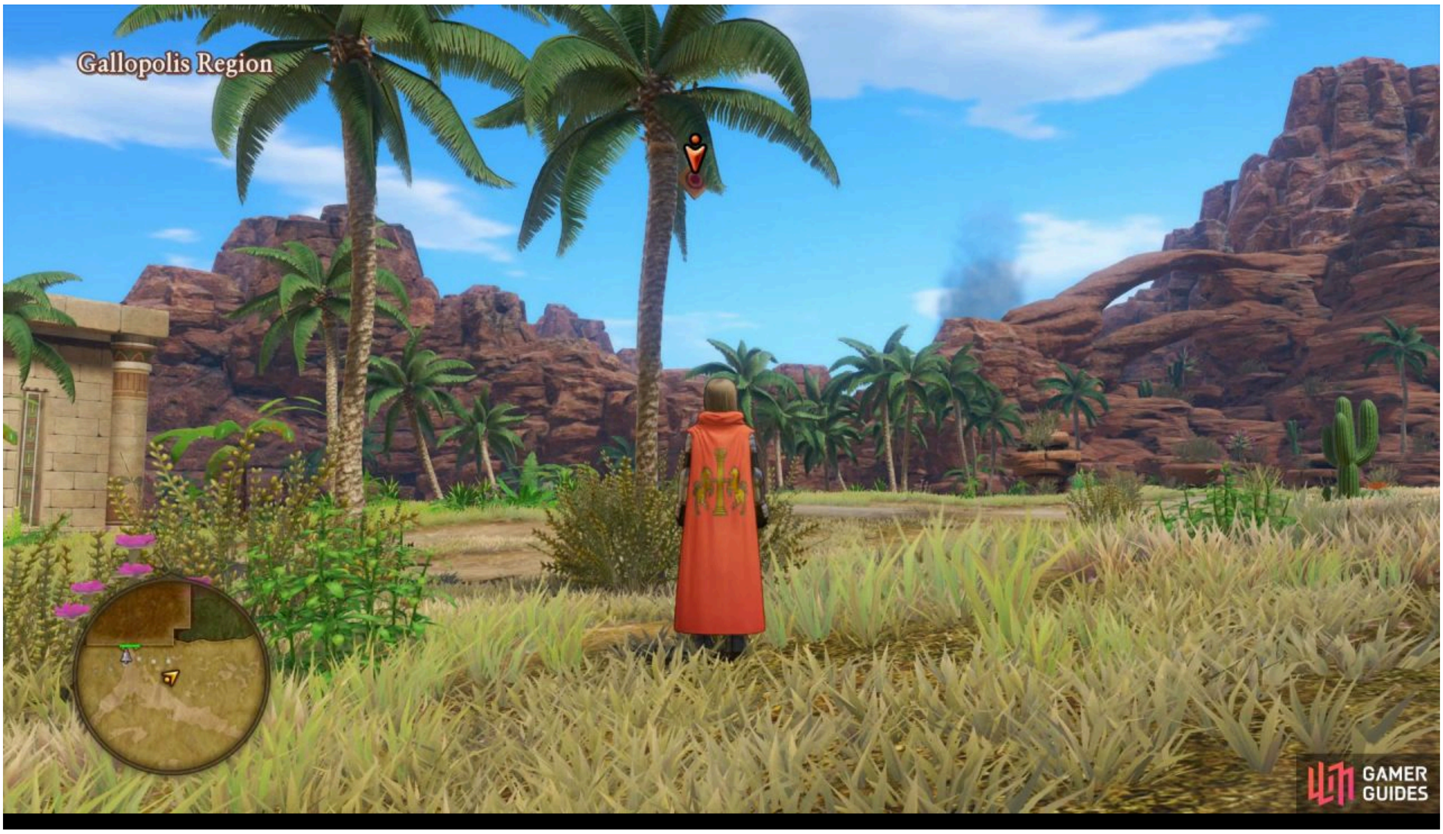
Great Keepers will only spawn when it's raining (left), The mimic chests in Tickington areas respawn after you leave (right)

In the Definitive Edition, there is another way to farm Seeds of Skill, which involves Tickington area. For some reason, whenever you leave Tickington and go back to the 3D world, chests that are Mimics/ Canniboxes will reset. There's two such areas in Tickington, where this is the case. Those areas are the **Imperial Pantry of Parthenia** and the **Pillar of Pegasus**. You could use a Holy Water or cast Holy Protection to avoid encounters, go to the place with the mimic to defeat it, get the Seed of Skill, then Evac out and exit Tickington. That's all up to if you don't want to deal with the rain thing in the Dundrasil Region.

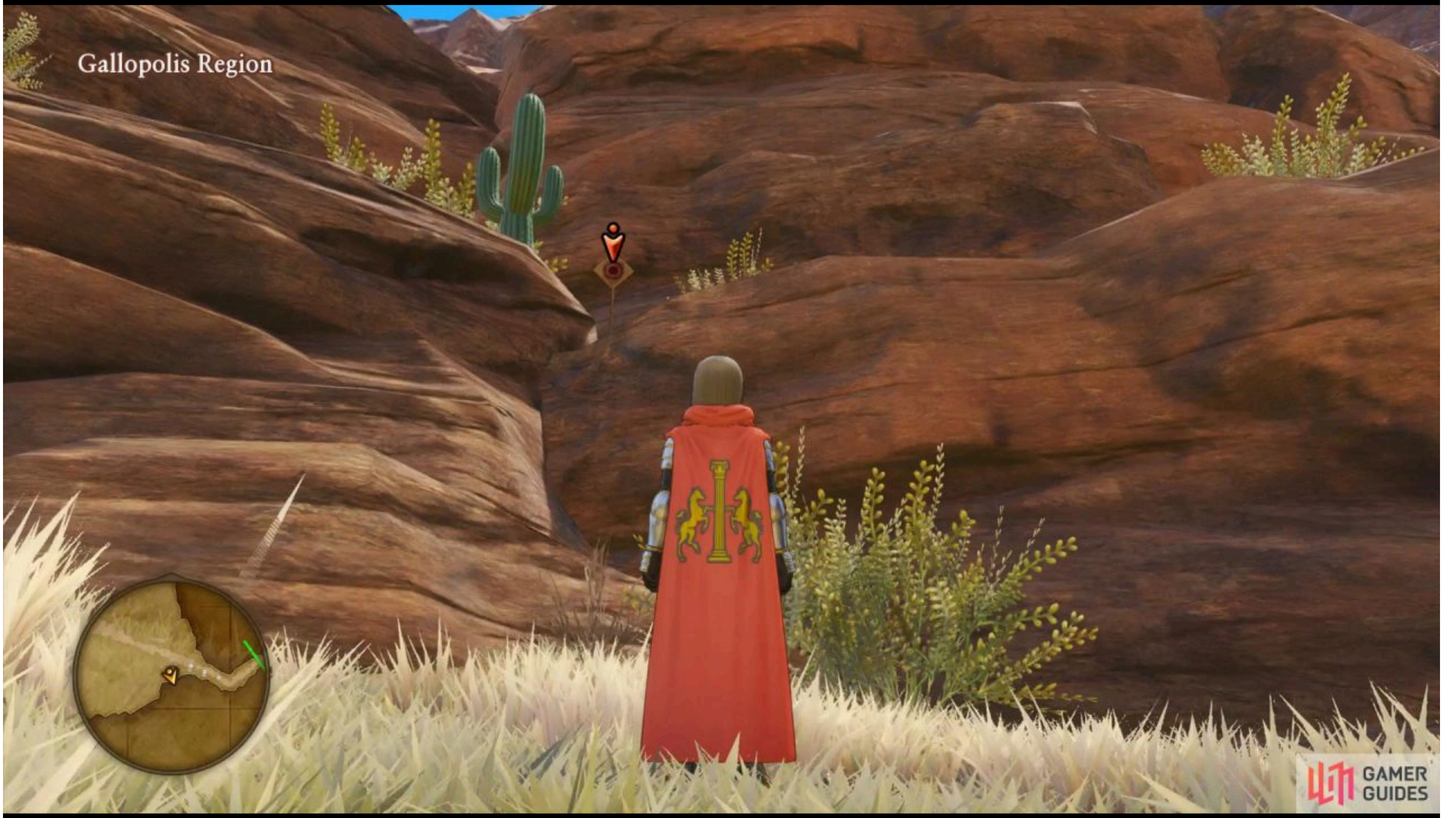
Gallopolis Region


Gallopolis Region
The Pernicious Peninsula
The Sultanate of Gallopolis
Celestial Sands Checkpoint
Laguna di Gondolia
The Hotto Steppe
Current Objective
Leave Gallopolis and head for Gondolia.
Map Menu
Zoom In
Hide Objective
Hide Overlay
GAMER GUIDES

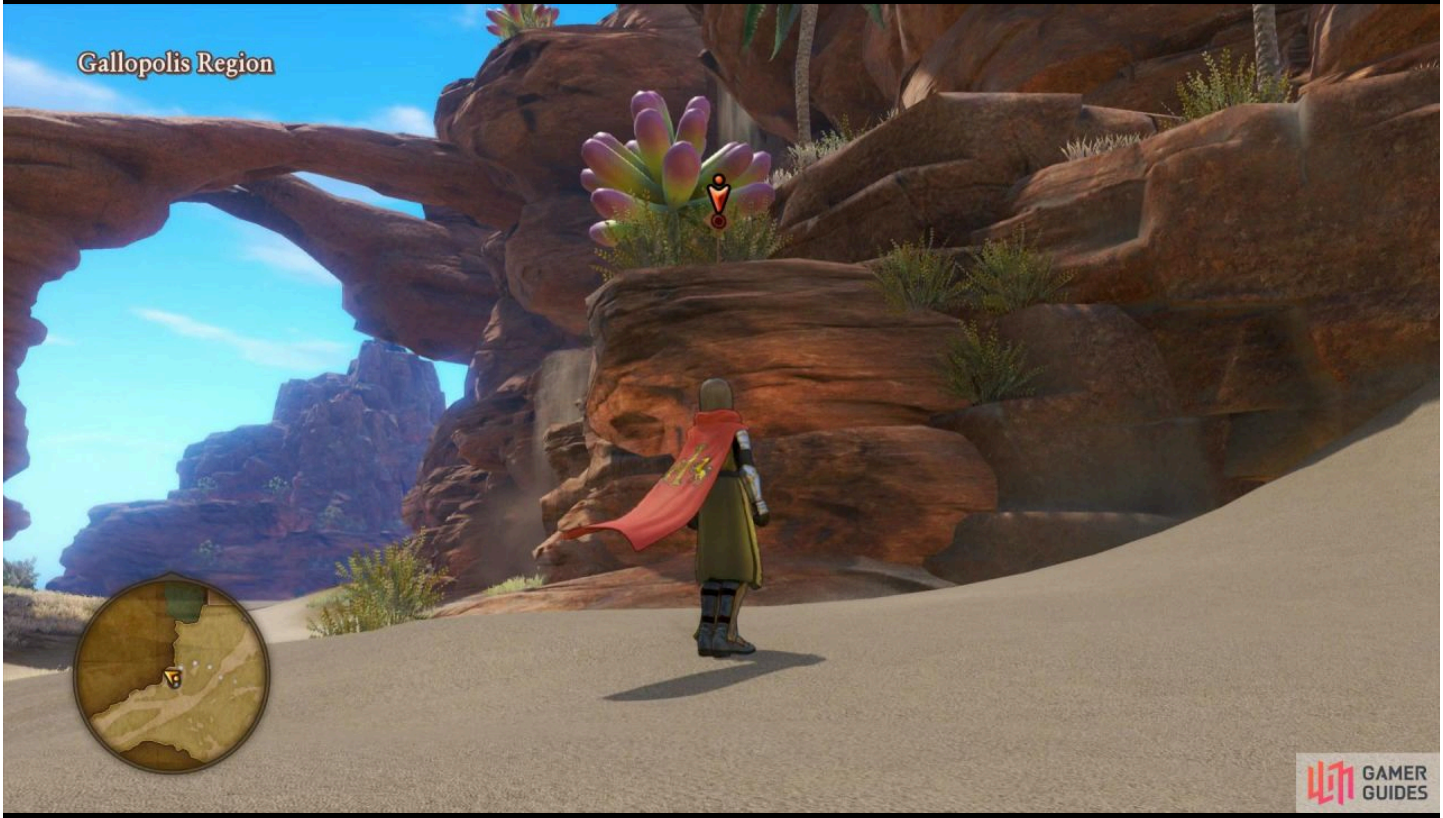
Bodkin Bowyer Location	Rewards
South of Gallopolis (Campsite)	Seed of Strength x4


Gallopolis Region
GAMER GUIDES

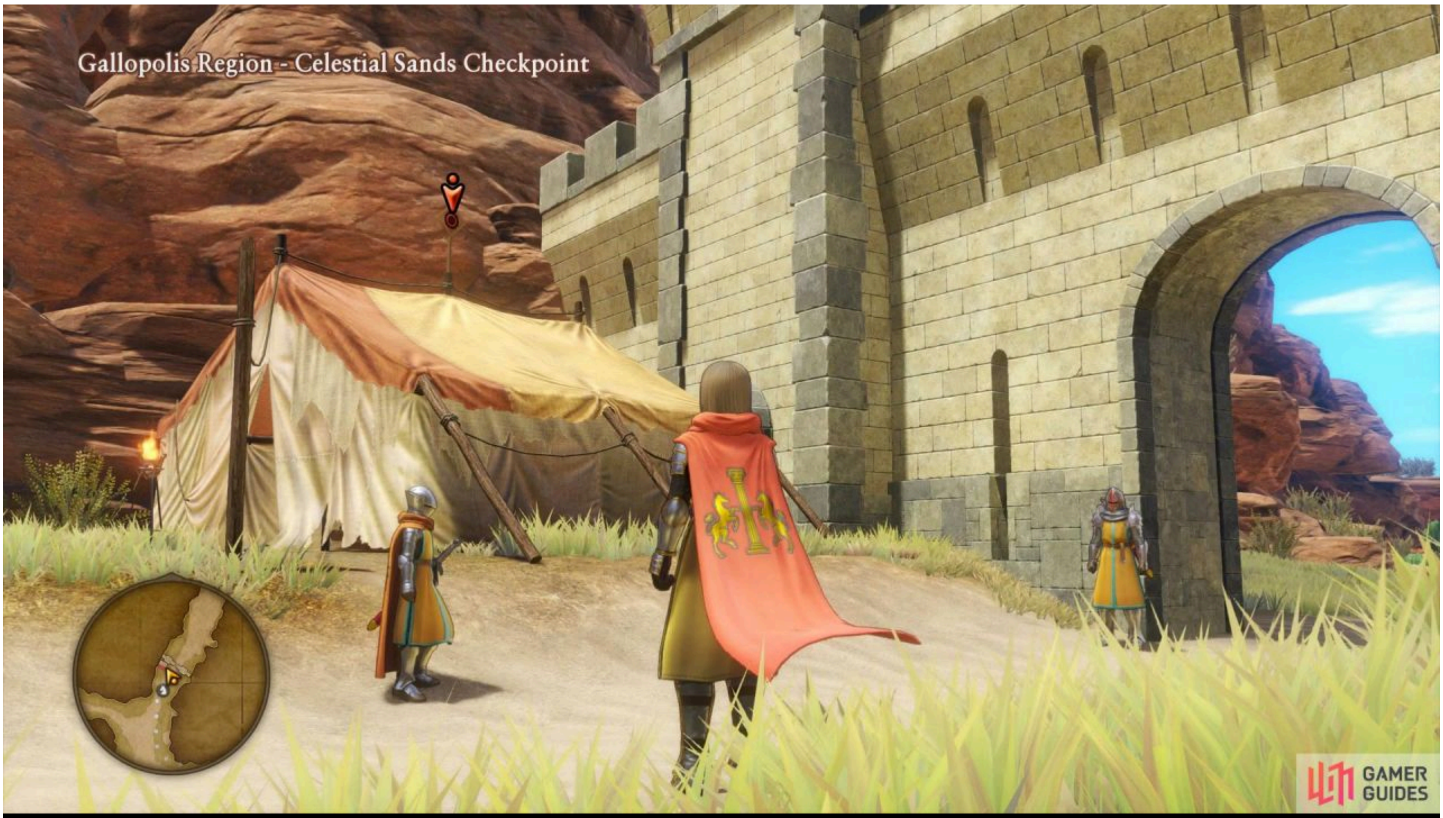
① Target #1


Gallopolis Region
GAMER GUIDES

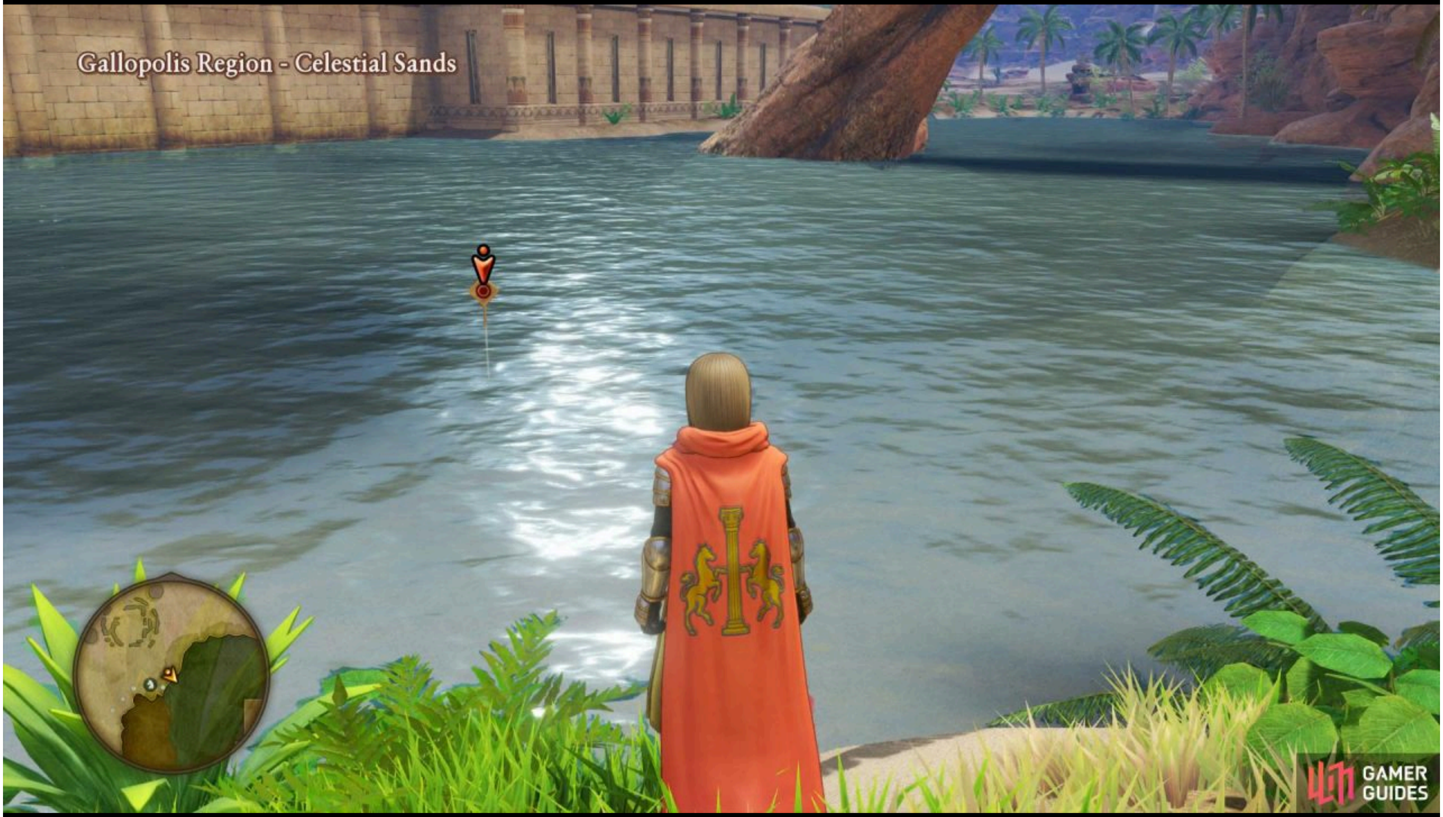
② Target #2


Gallopolis Region
GAMER GUIDES

③ Target #3

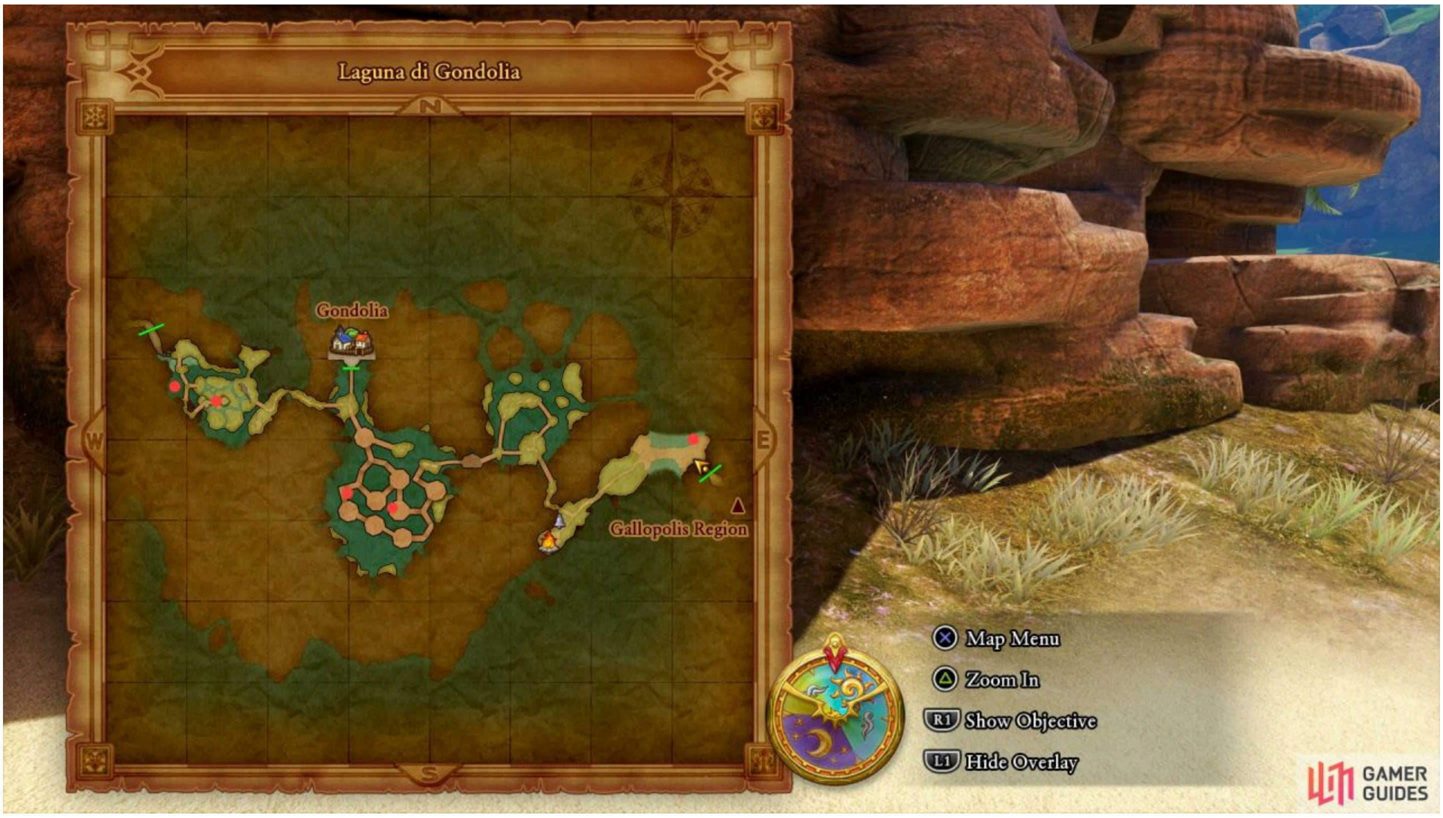

Gallopolis Region - Celestial Sands Checkpoint
GAMER GUIDES

④ Target #4

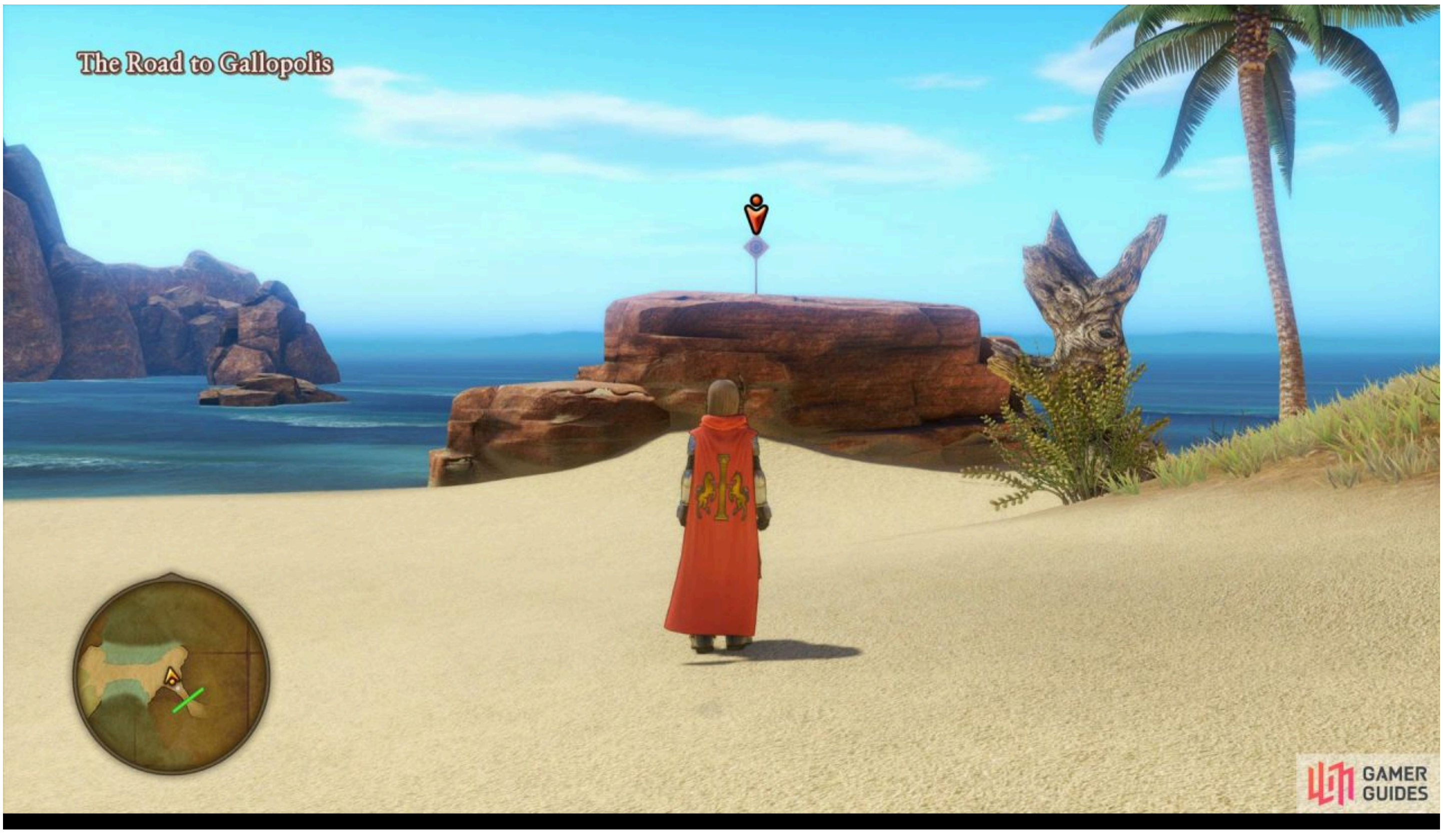

Gallopolis Region - Celestial Sands
GAMER GUIDES

⑤ Target #5

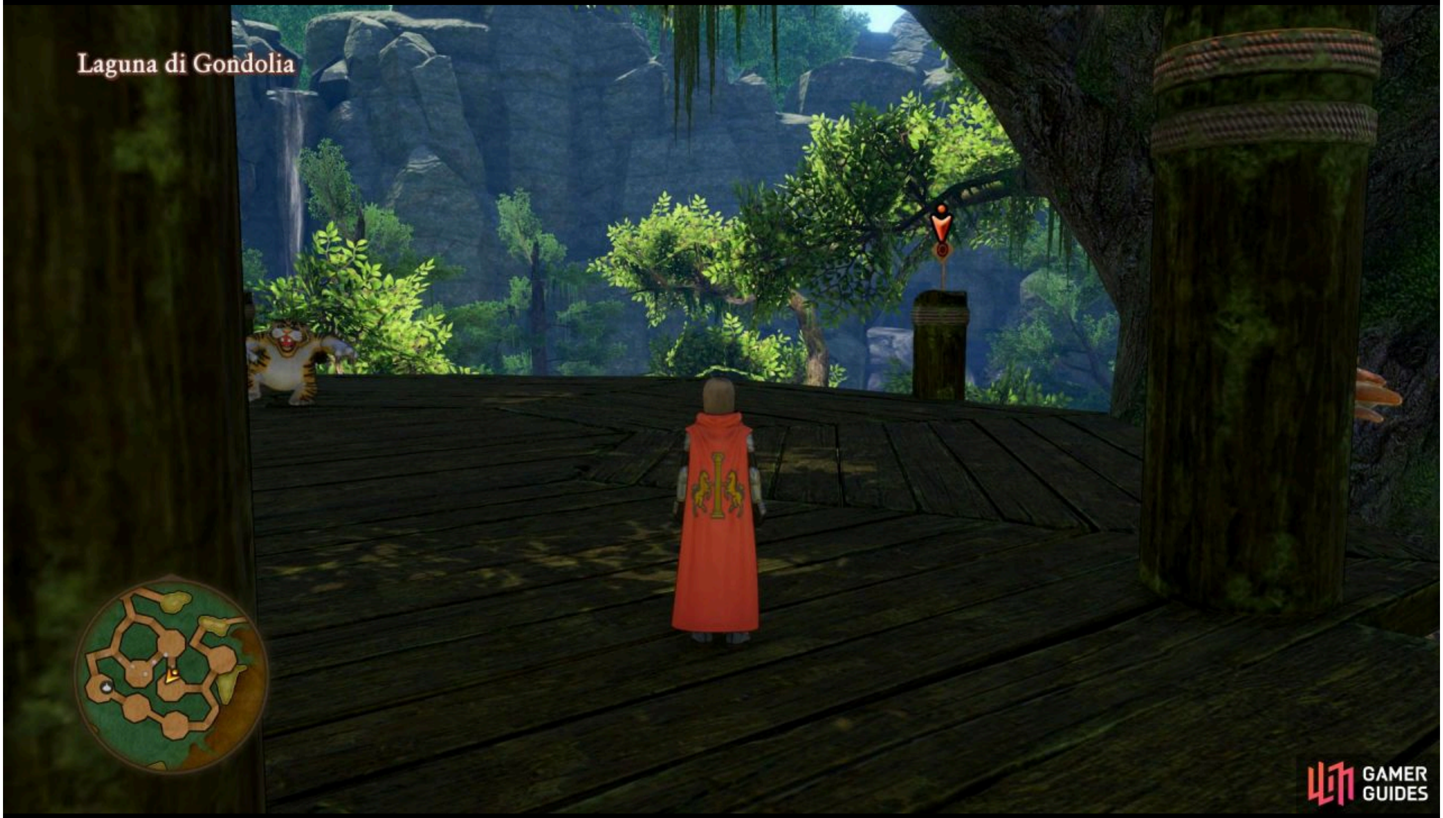
Laguna di Gondolia


Laguna di Gondolia
N
Gondolia
W
E
Gallopolis Region
S
Map Menu
Zoom In
R1 Show Objective
L1 Hide Overlay
GAMER GUIDES

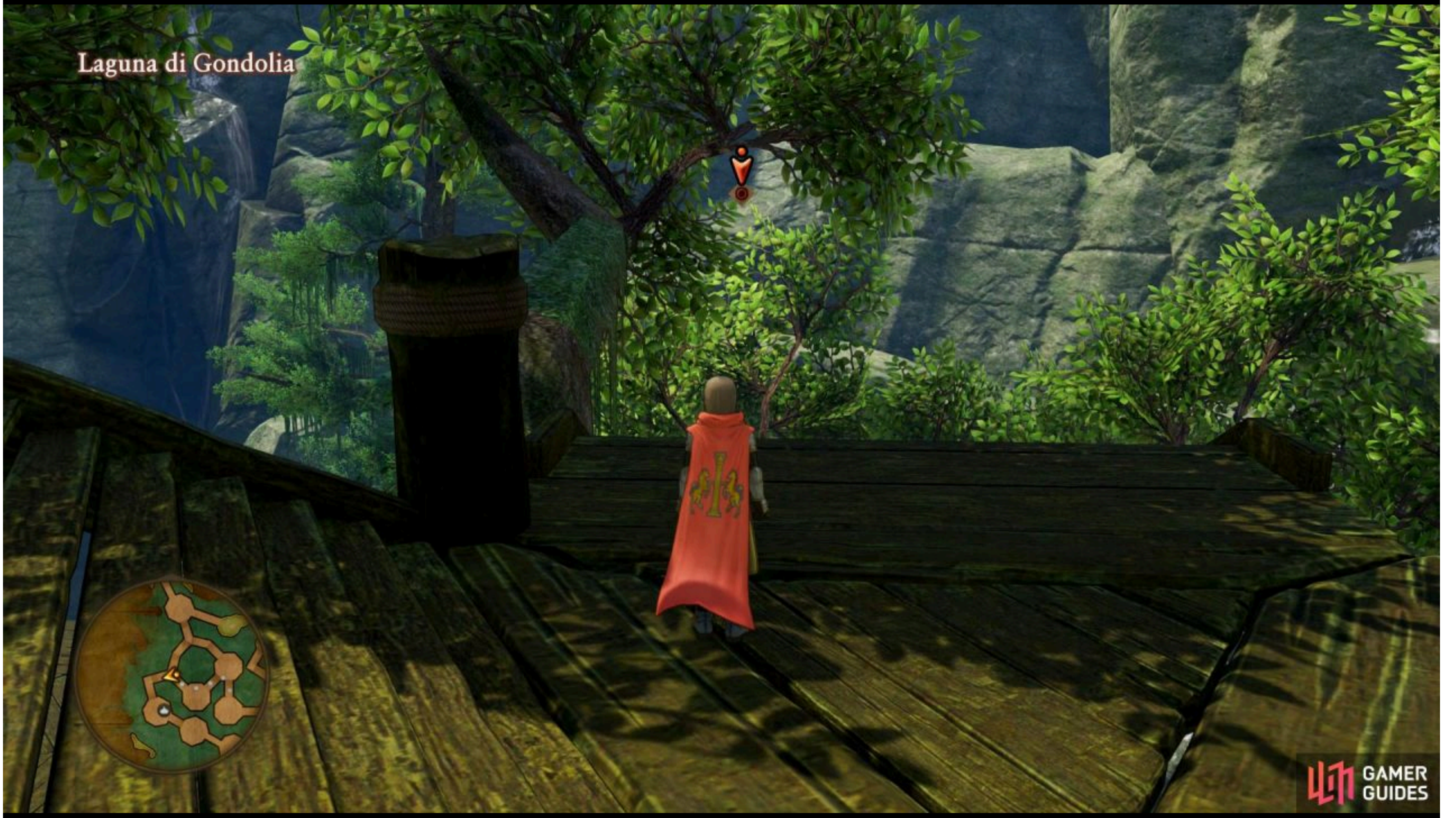
Bodkin Bowyer Location	Rewards
Laguna di Gondolia (Campsite)	Seed of Deftness x4


The Road to Gallopolis
GAMER GUIDES

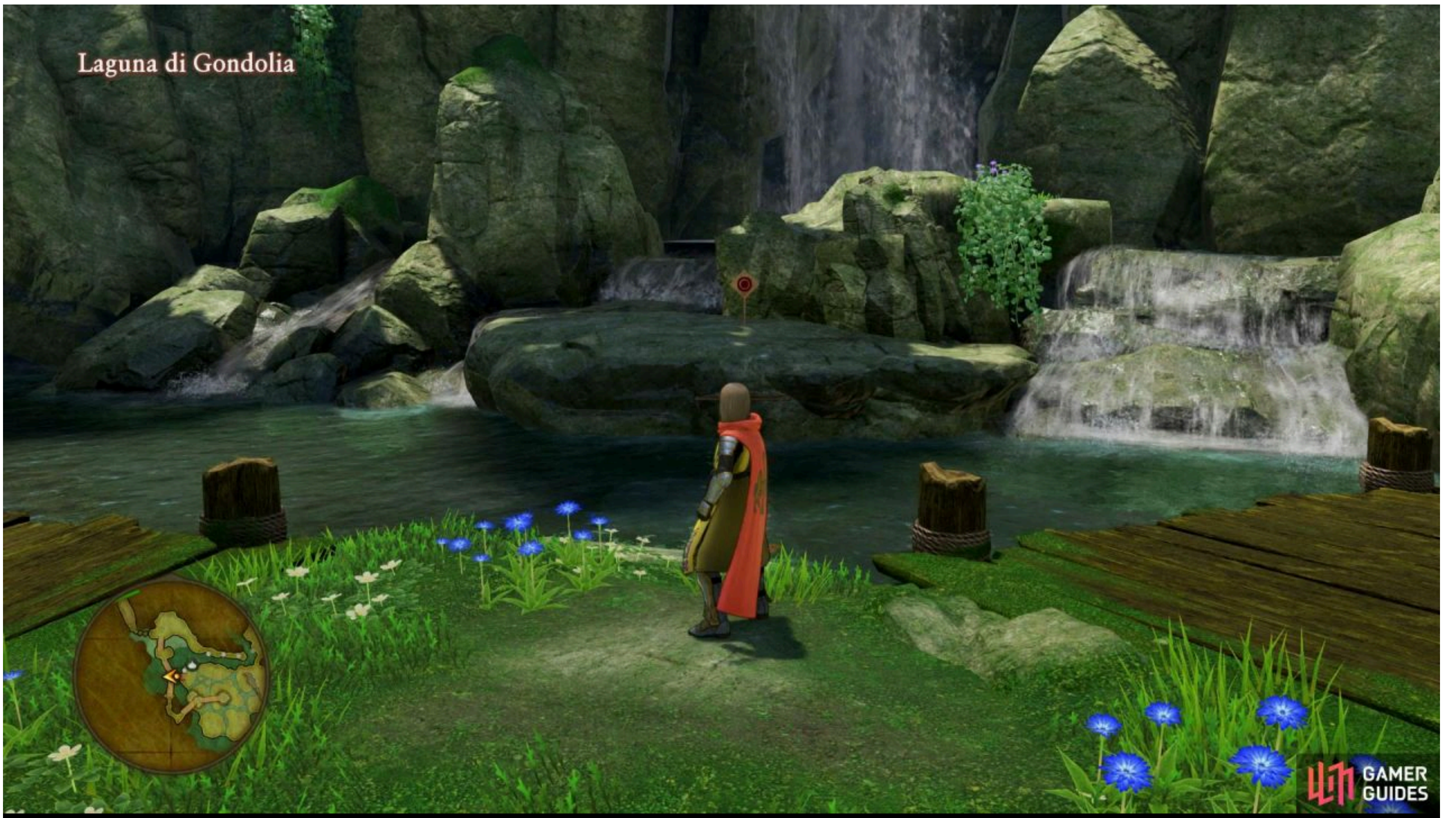
① #1


Laguna di Gondolia
GAMER GUIDES

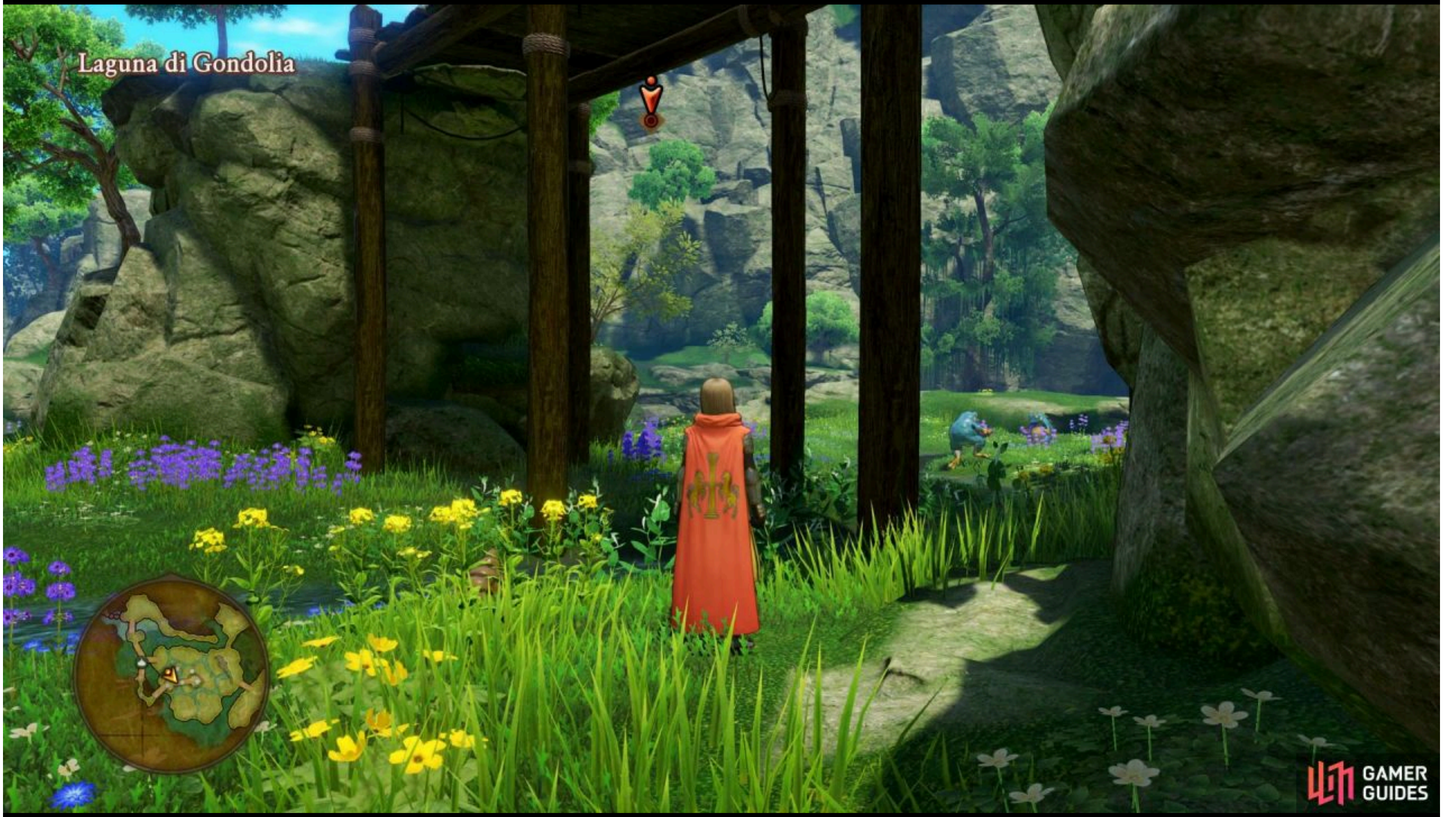
② #2


Laguna di Gondolia
GAMER GUIDES

③ #3

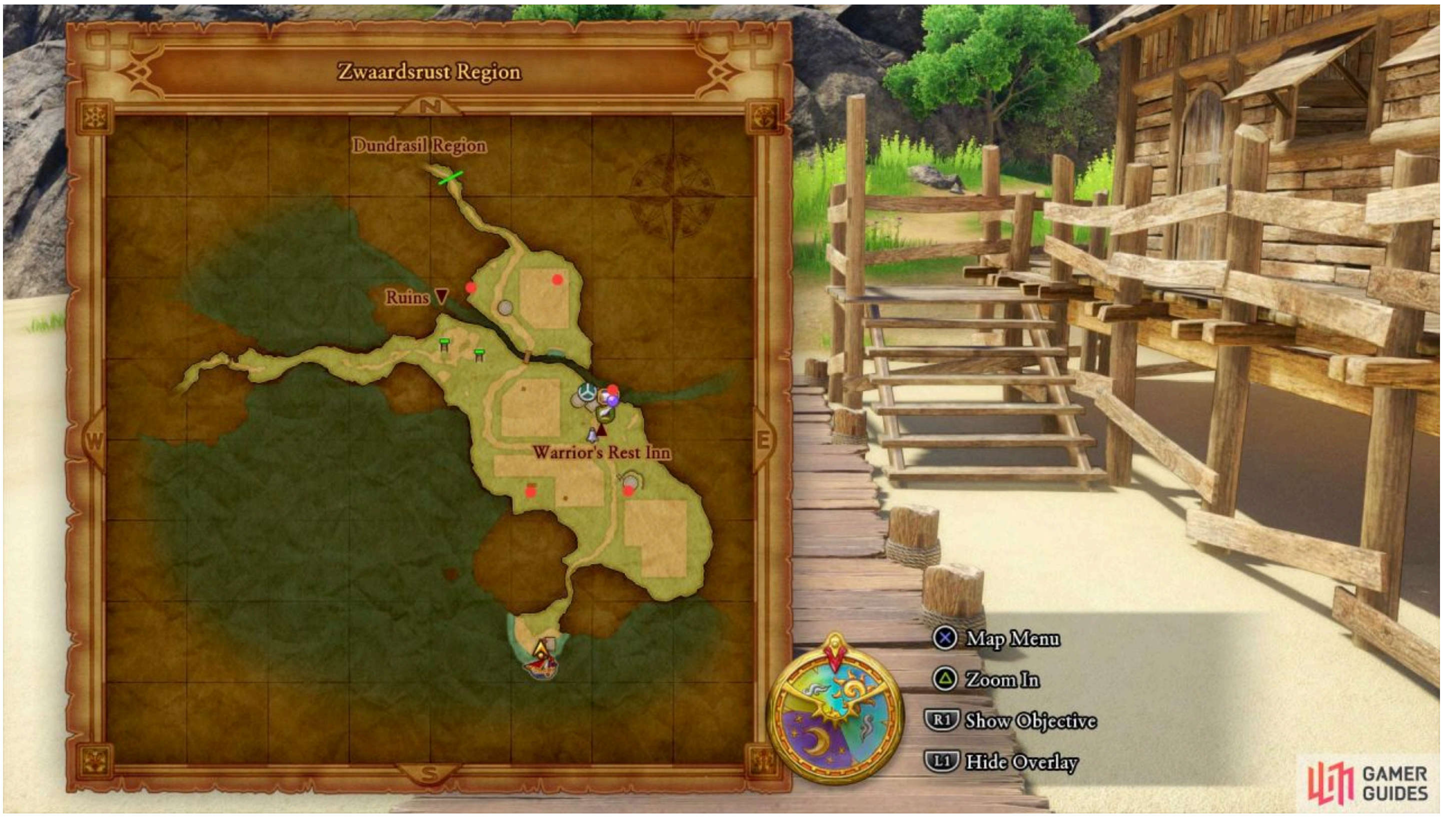

Laguna di Gondolia
GAMER GUIDES

④ #4

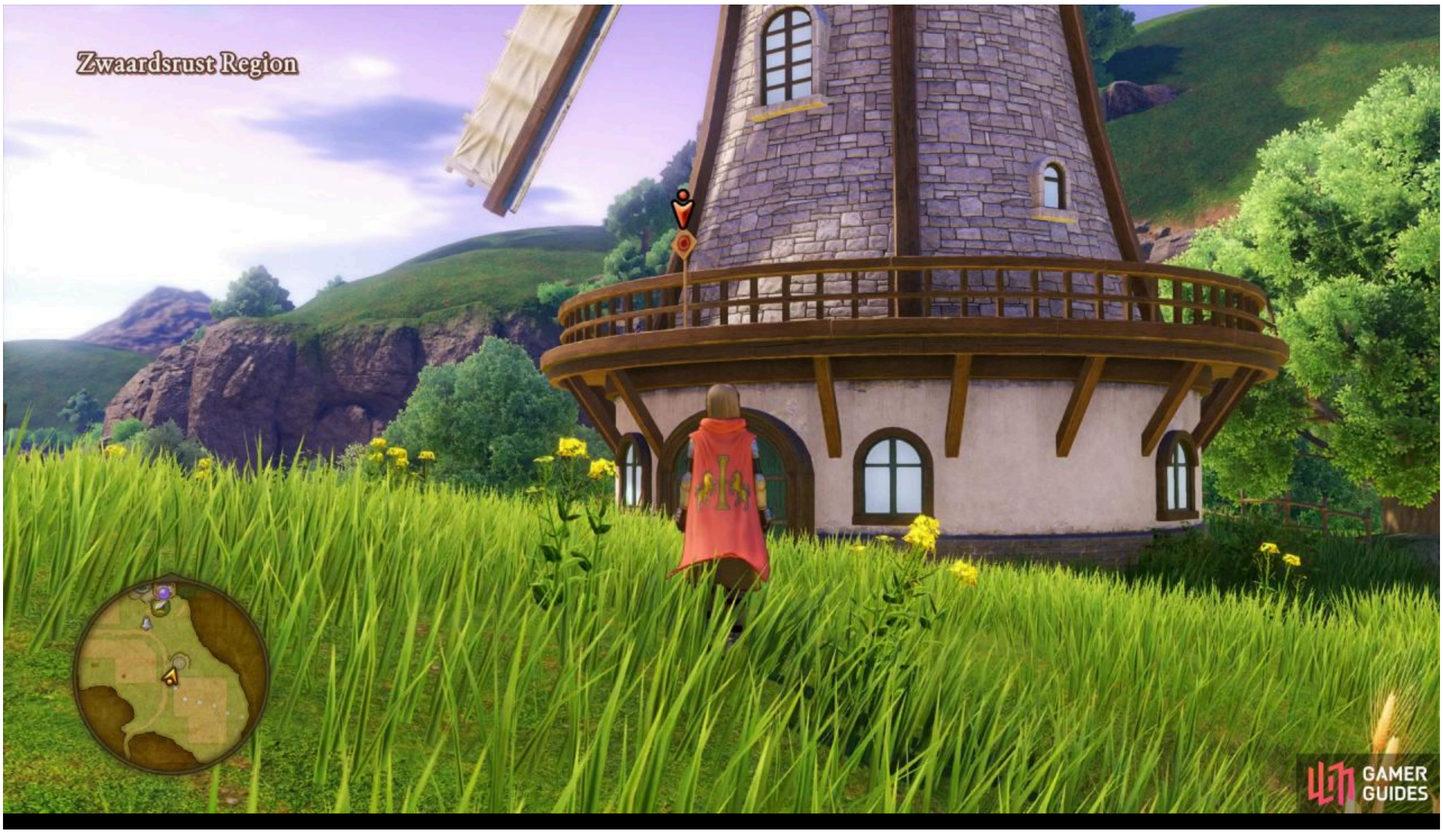

Laguna di Gondolia
GAMER GUIDES

⑤ #5

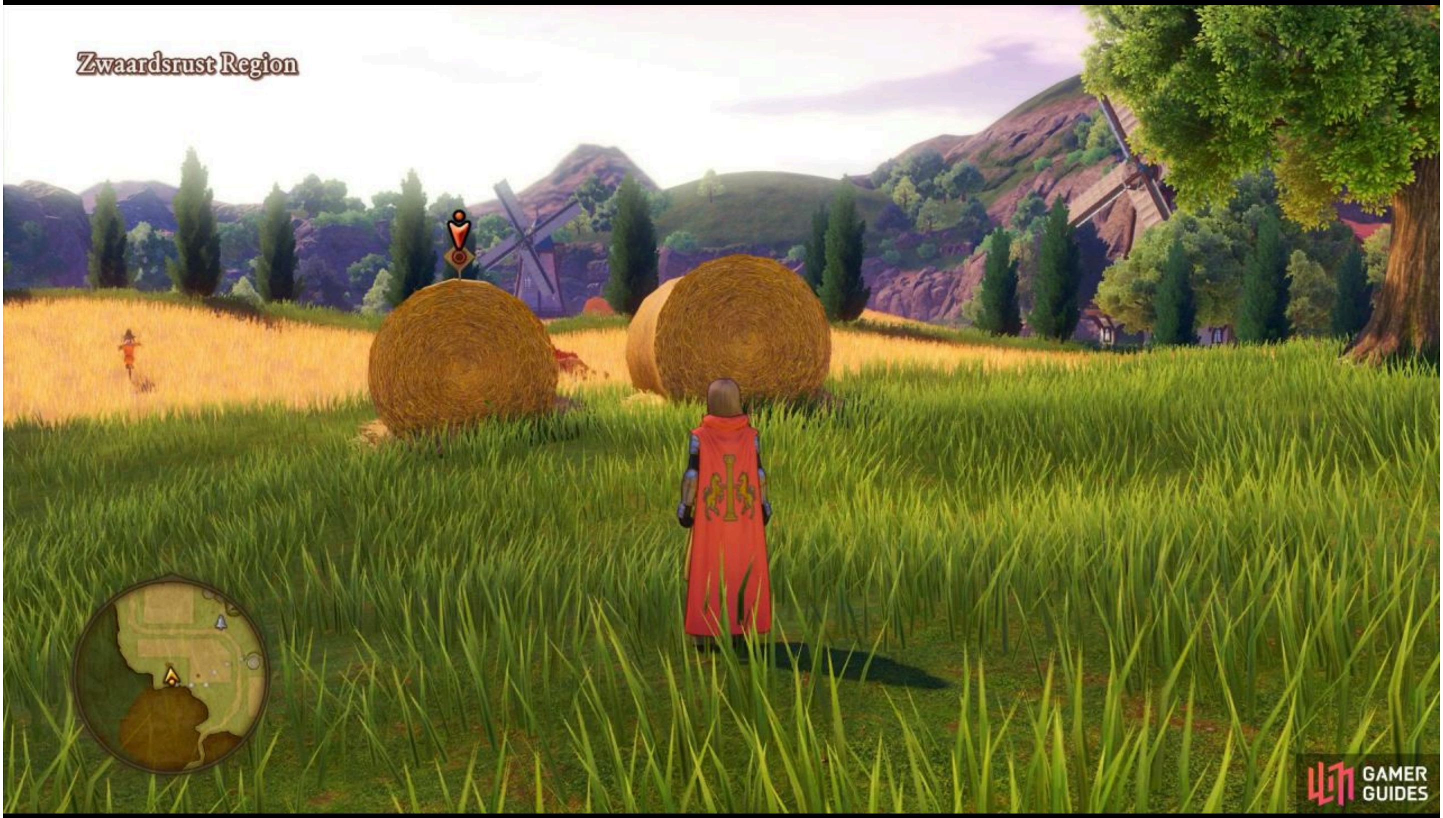
Zwaardsrust Region


Zwaardsrust Region
N
Dundrasil Region
Ruins
Warrior's Rest Inn
W
E
S
Map Menu
Zoom In
Show Objective
Hide Overlay
GAMER GUIDES

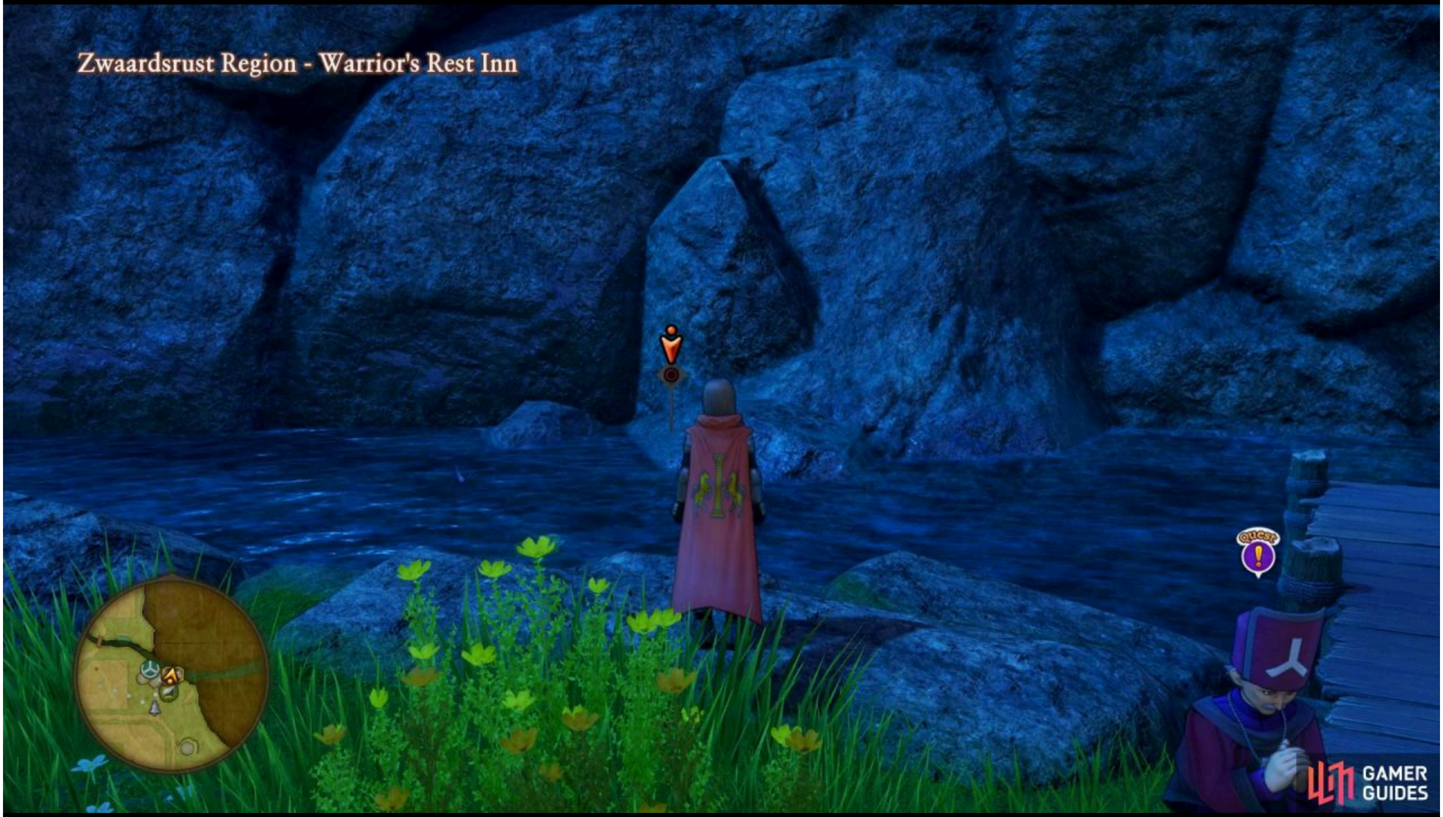
Bodkin Bowyer Location	Rewards
The Warrior's Rest Inn	Seed of Agility x4


Zwaardsrust Region
GAMER GUIDES

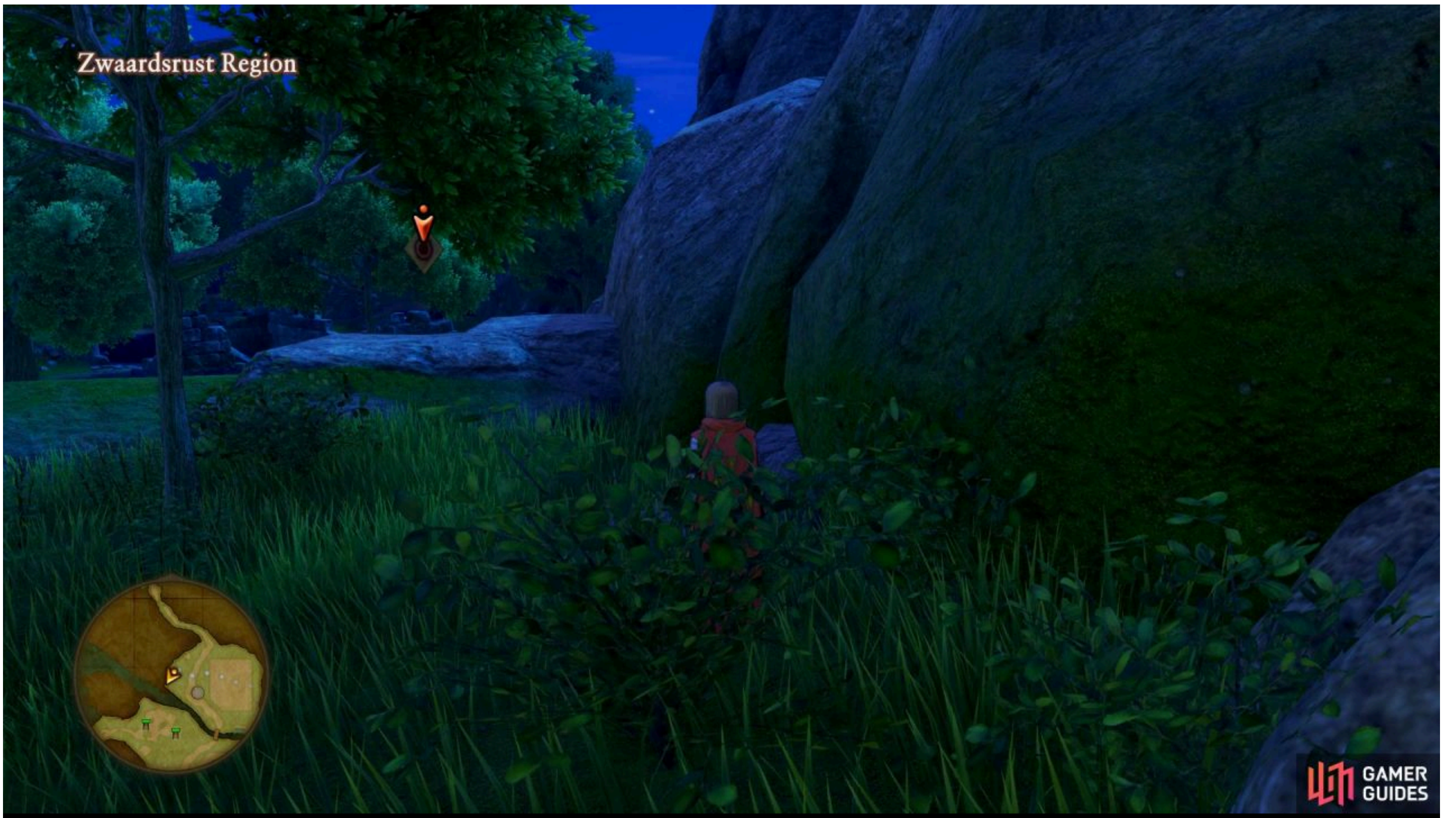
① #1


Zwaardsrust Region
GAMER GUIDES

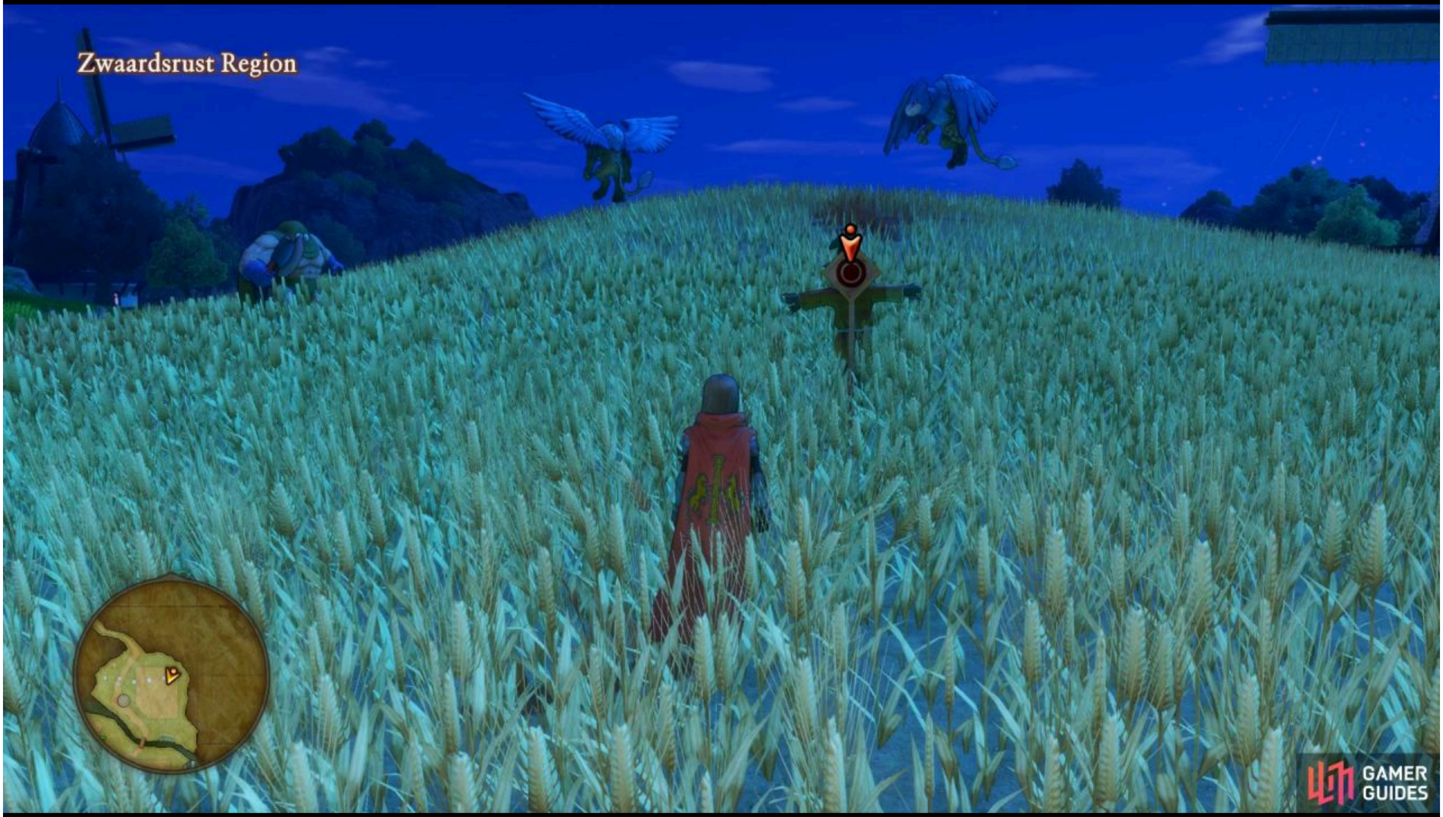
② #2


Zwaardsrust Region - Warrior's Rest Inn
Quest
GAMER GUIDES

③ #3

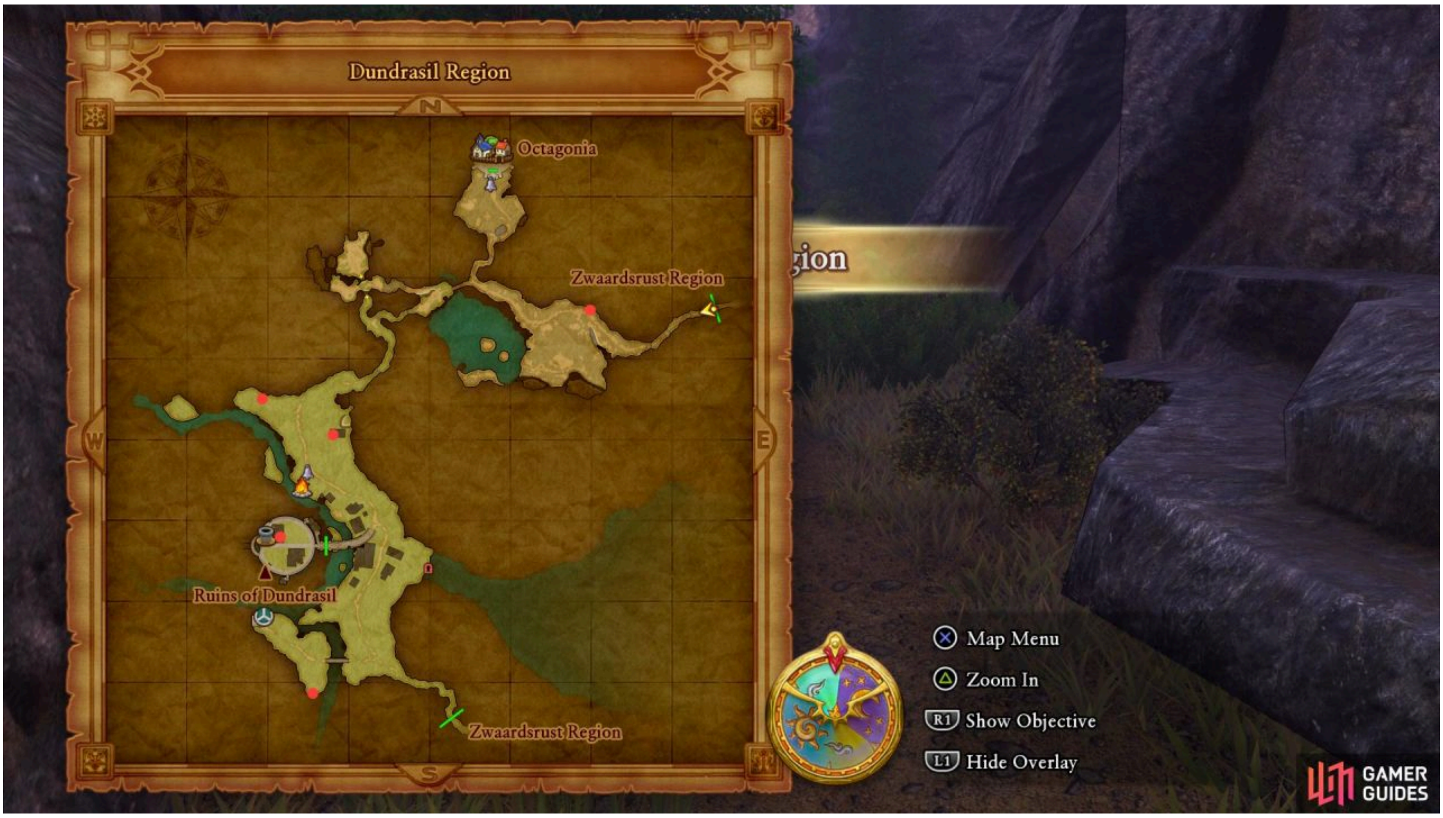

Zwaardsrust Region
GAMER GUIDES

④ #4

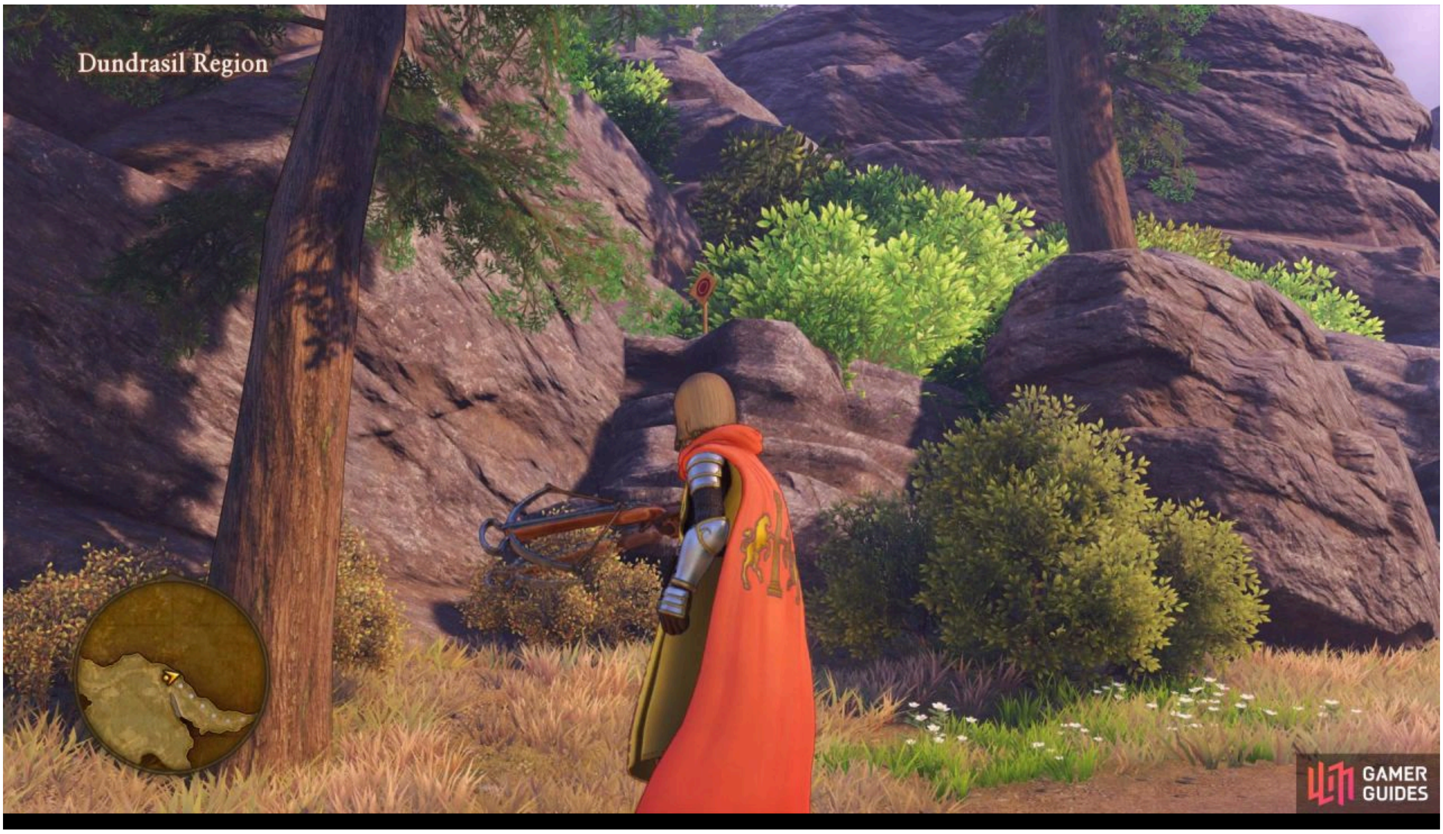

Zwaardsrust Region
GAMER GUIDES

⑤ #5

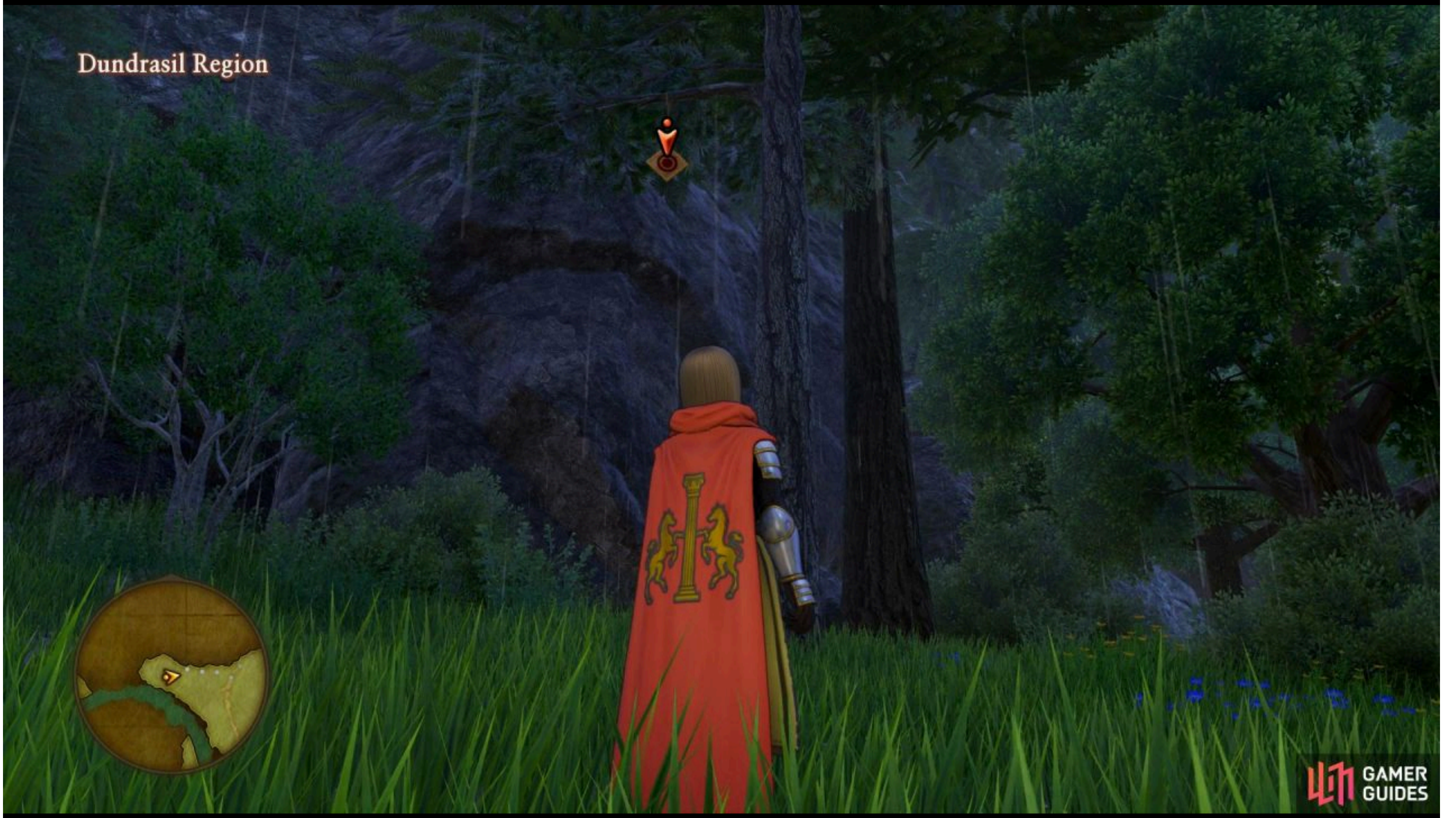
Dundrasil Region


Dundrasil Region
N
Octagonia
Zwaardsrust Region
W
E
Ruins of Dundrasil
Zwaardsrust Region
S
Map Menu
Zoom In
Show Objective
Hide Overlay
GAMER GUIDES

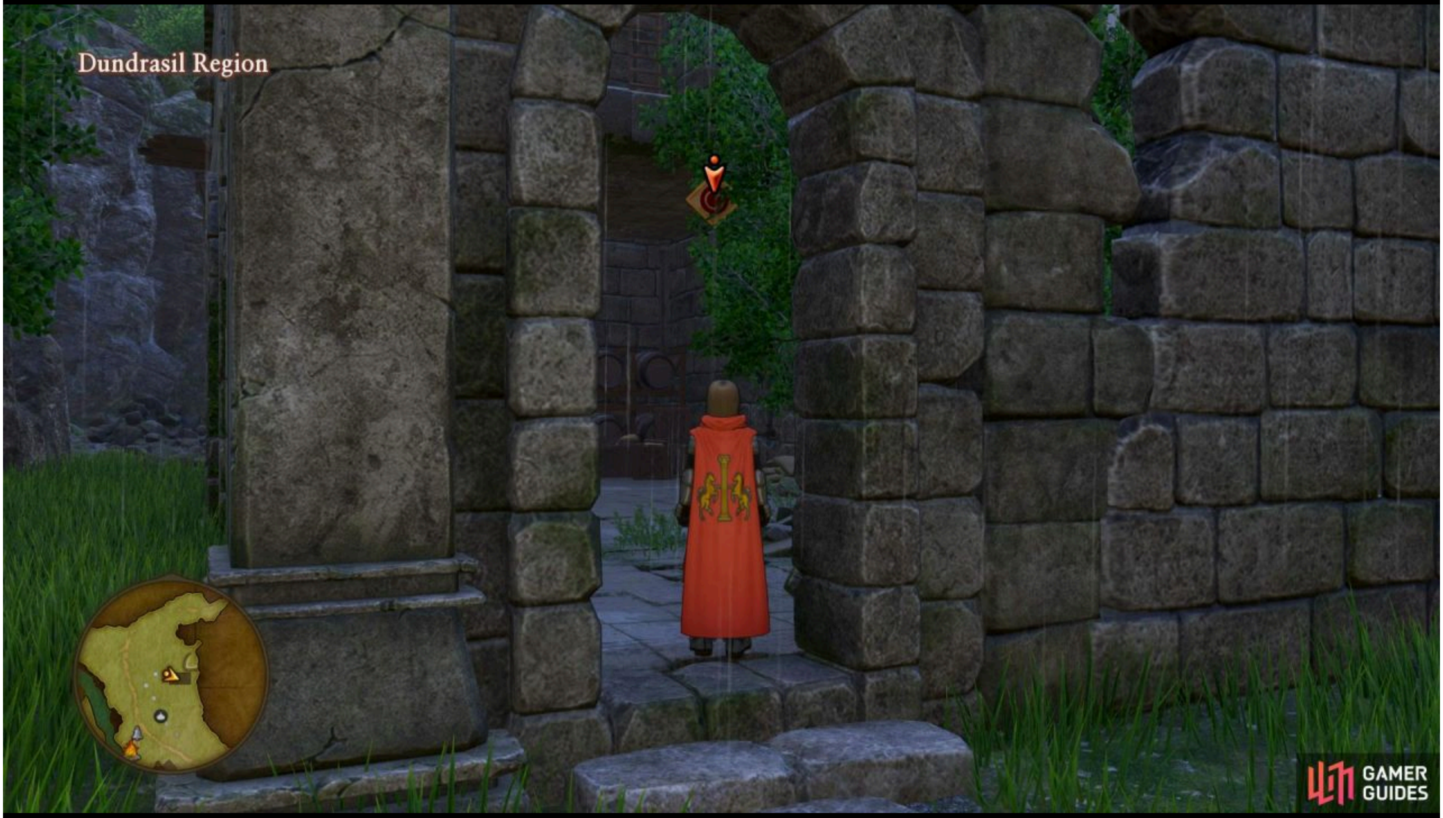
Bodkin Bowyer Location	Rewards
Dundrasil (Campsite)	Seed of Defense x4


Dundrasil Region
GAMER GUIDES

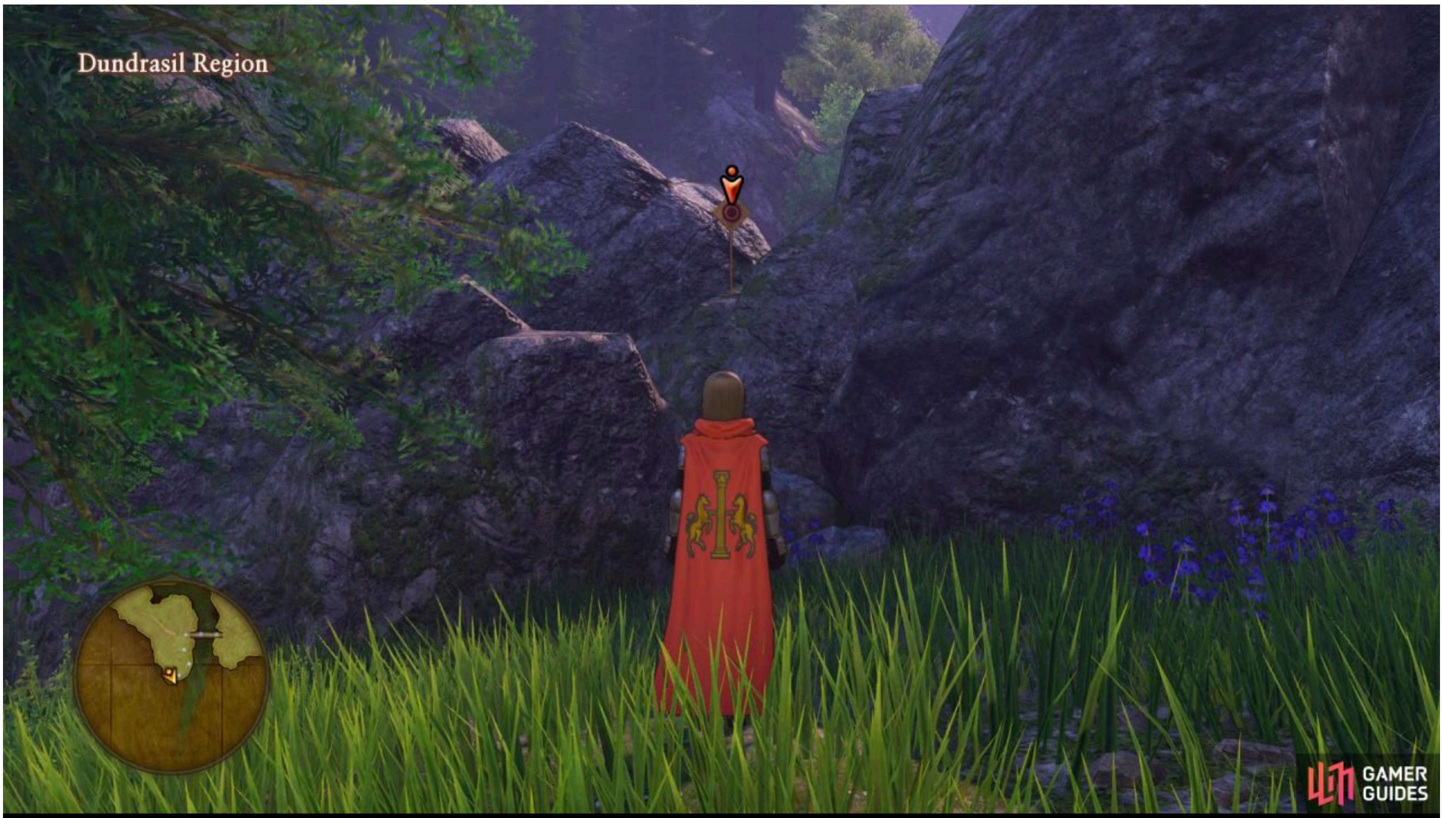
① #1


Dundrasil Region
GAMER GUIDES

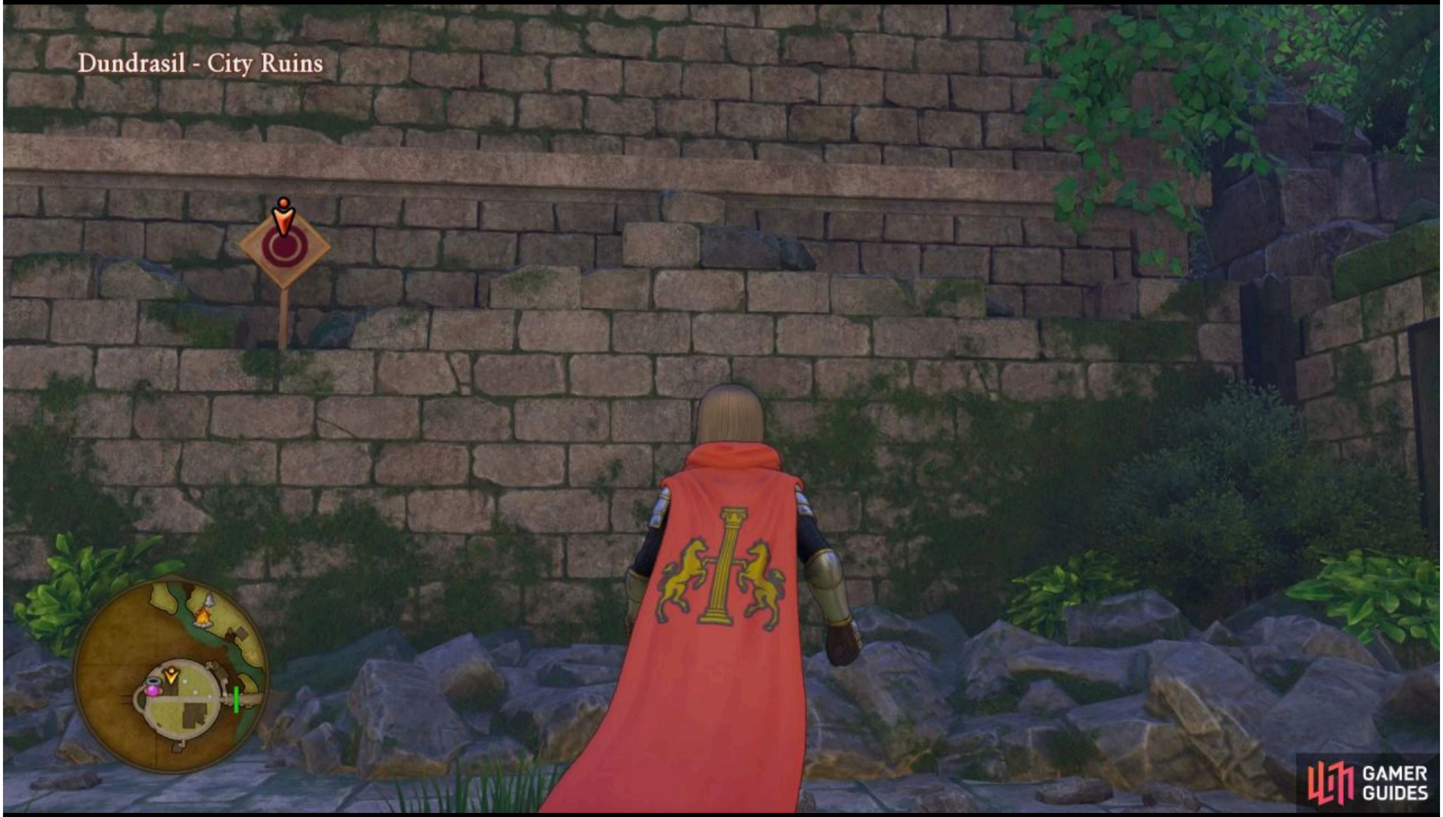
② #2


Dundrasil Region
GAMER GUIDES

③ #3

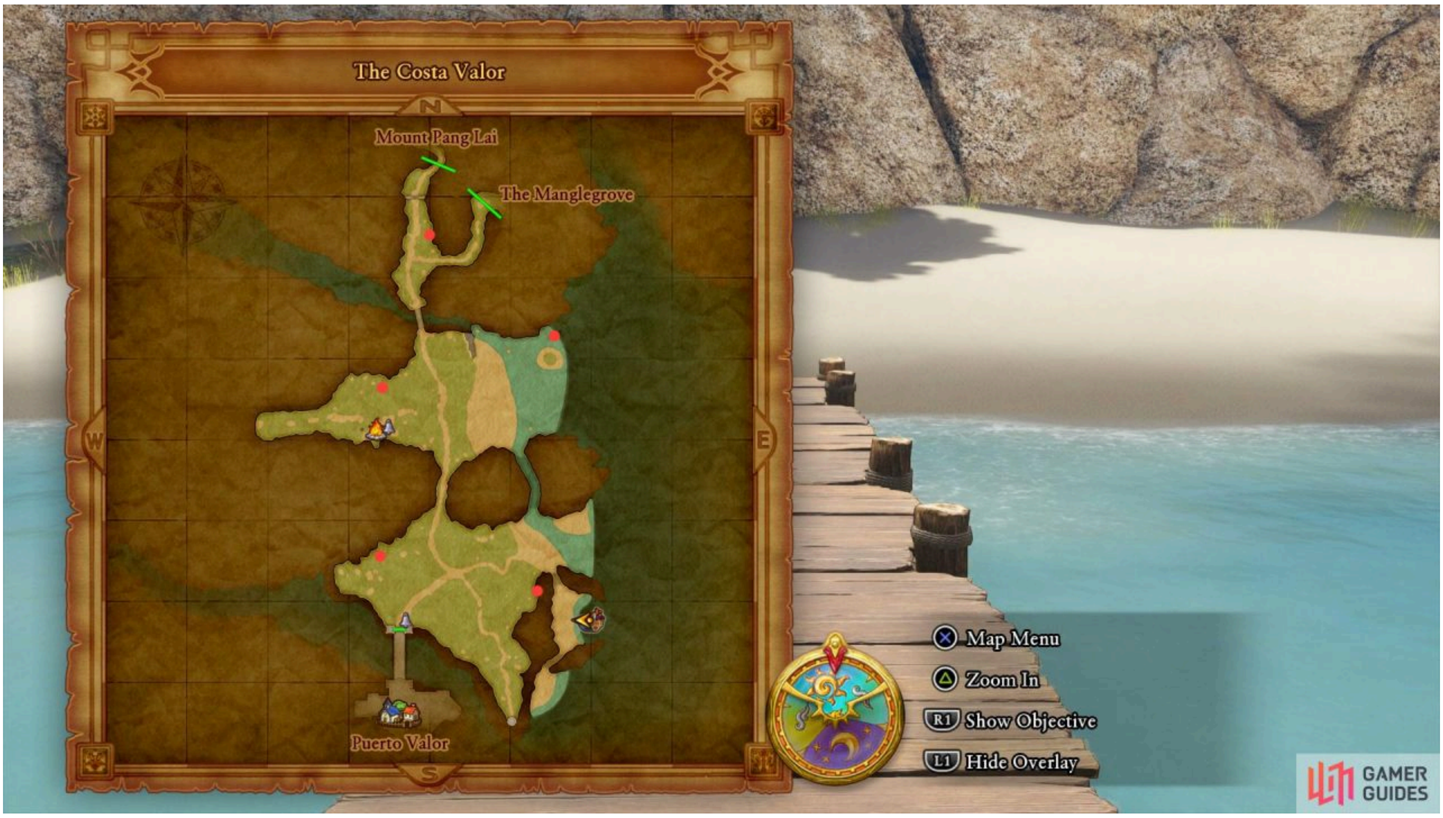

Dundrasil Region
GAMER GUIDES

4 #4

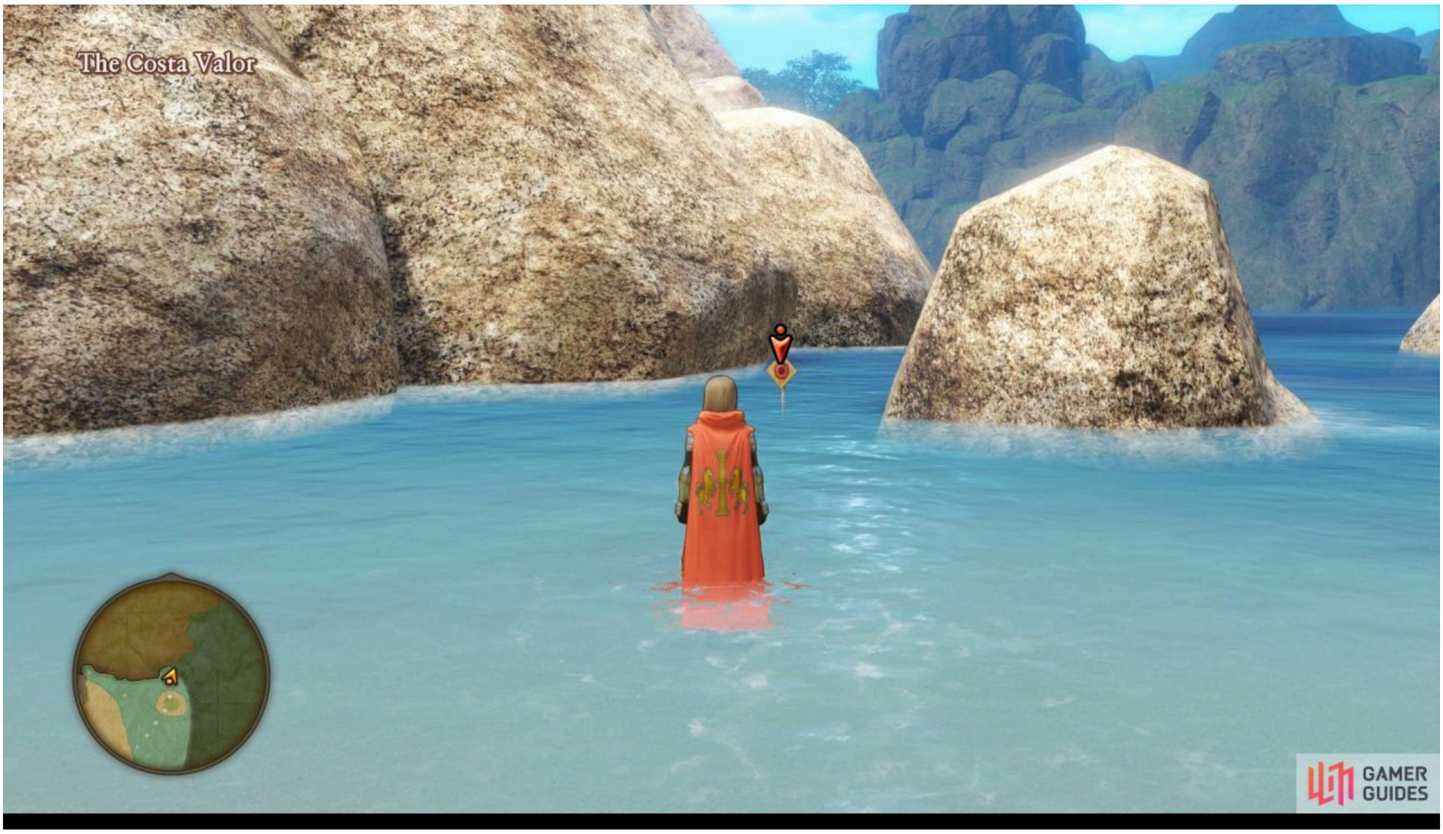

Dundrasil - City Ruins
GAMER GUIDES

5 #5

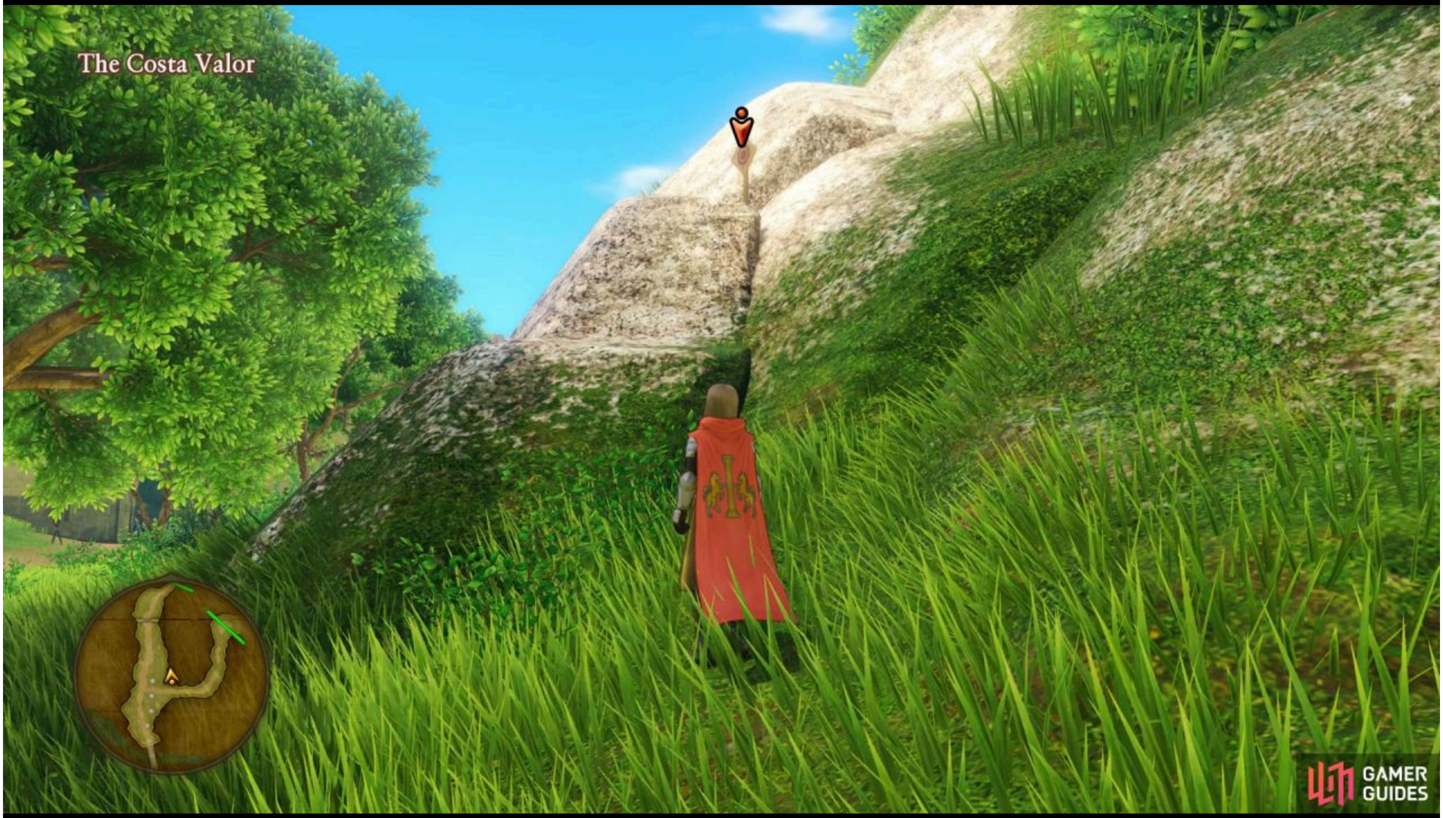
The Costa Valor


The Costa Valor
N
Mount Pang Lai
The Manglegrove
W
E
Puerto Valor
S
Map Menu
Zoom In
R1 Show Objective
L1 Hide Overlay
GAMER GUIDES

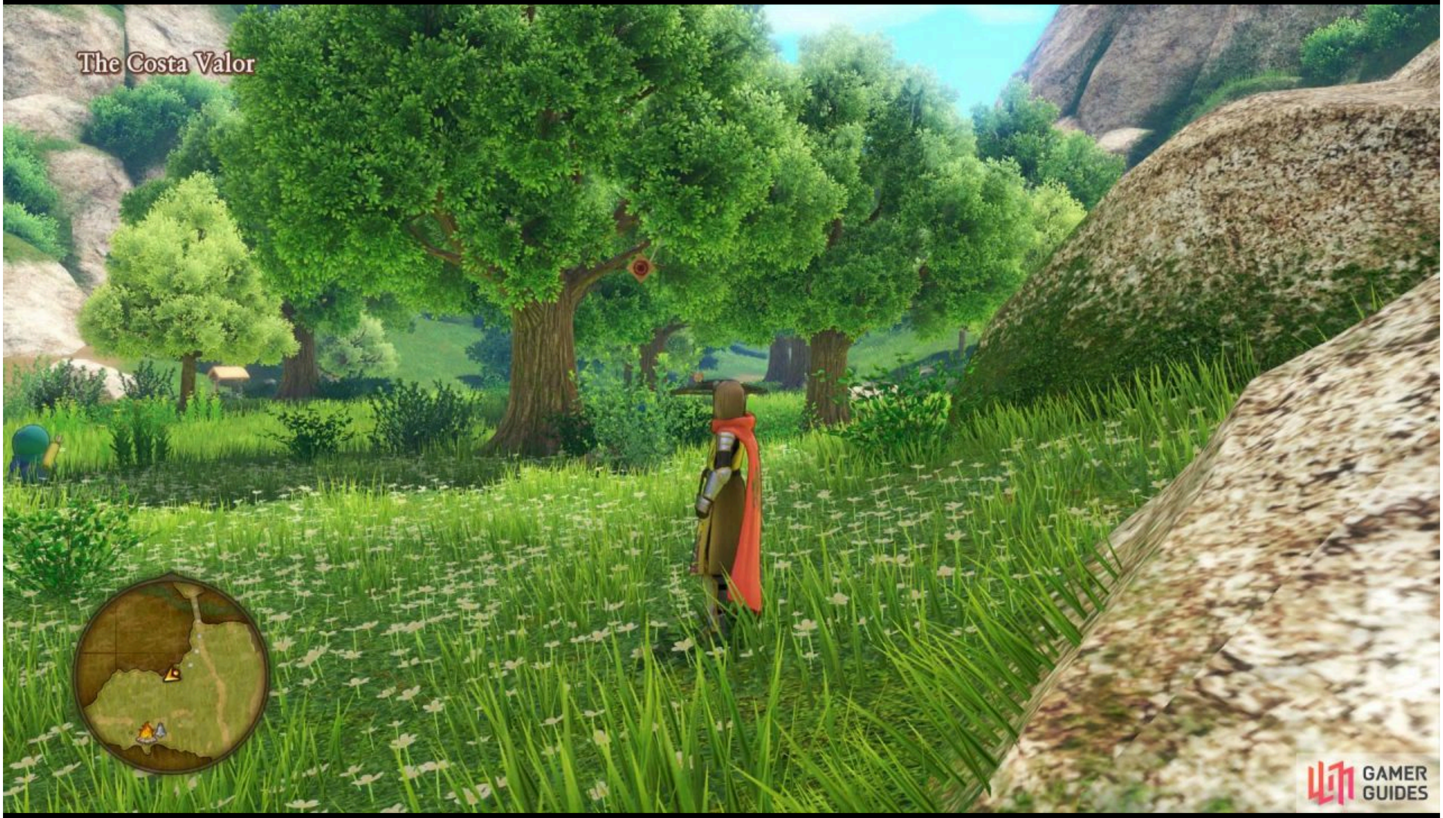
Bodkin Bowyer Location	Rewards
The Costa Valor (Campsite)	Seed of Sorcery x4


The Costa Valor
GAMER GUIDES

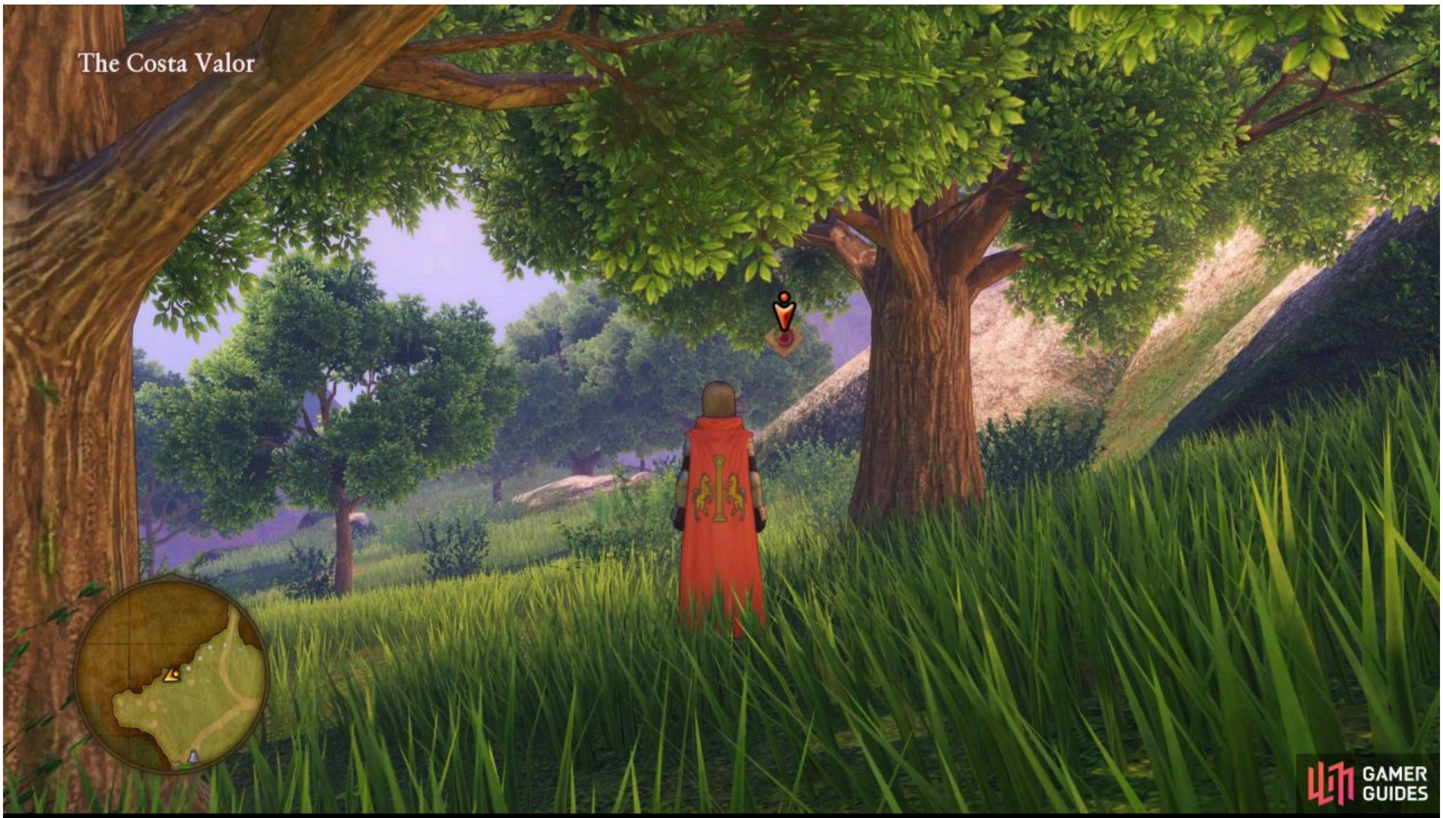
① #1


The Costa Valor

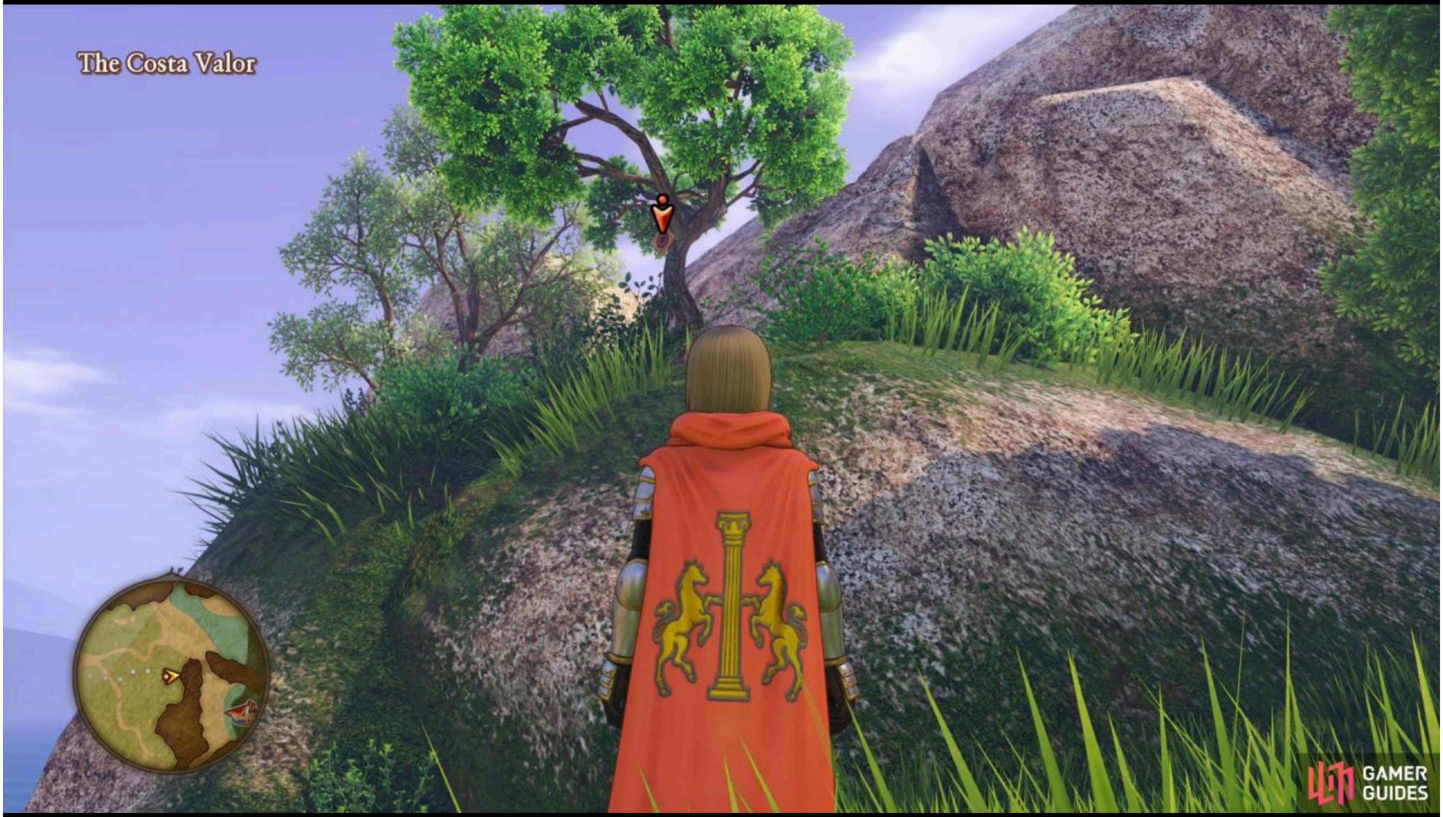
② #2


The Costa Valor

③ #3

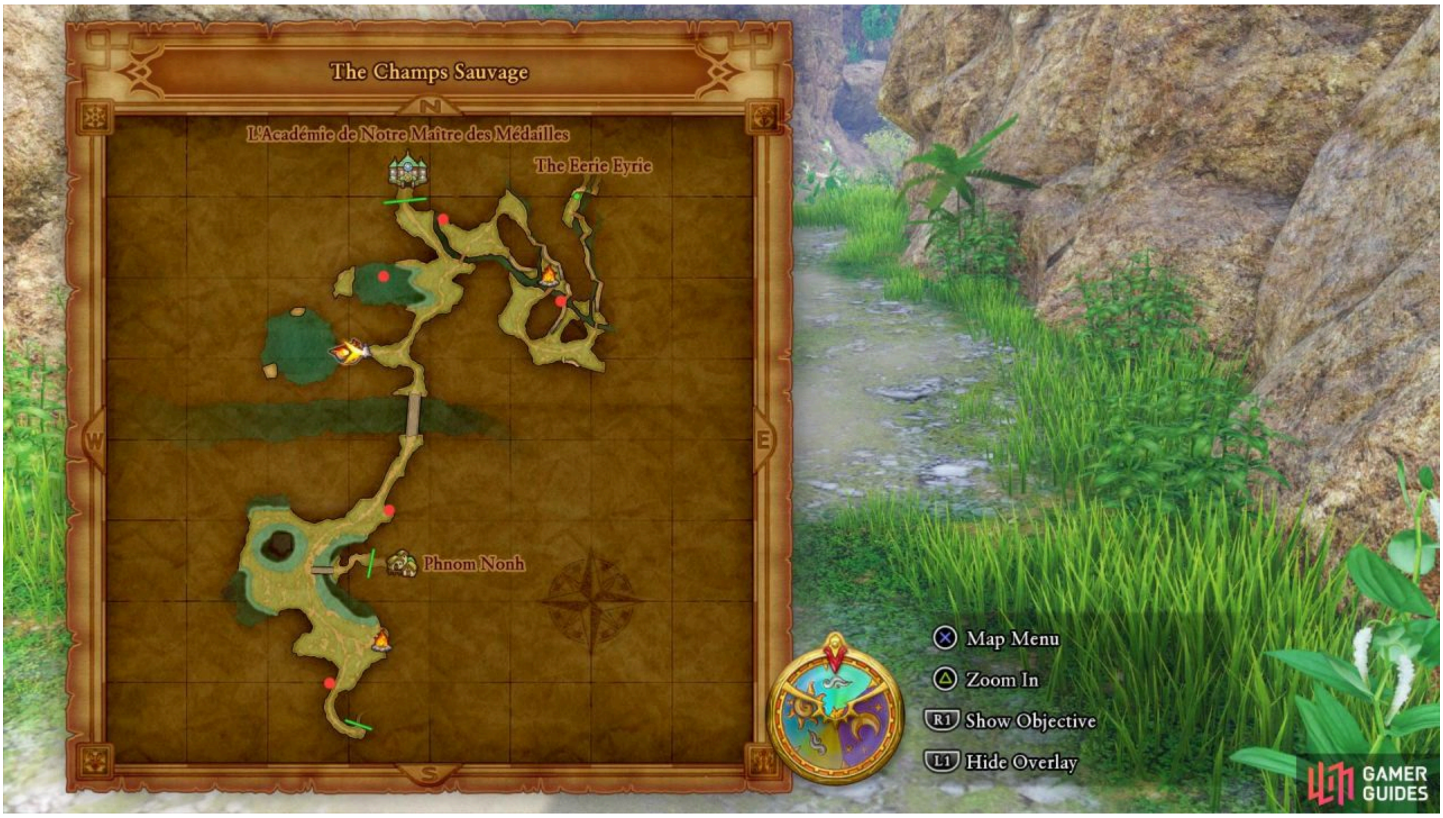

The Costa Valor
GAMER GUIDES

4 #4

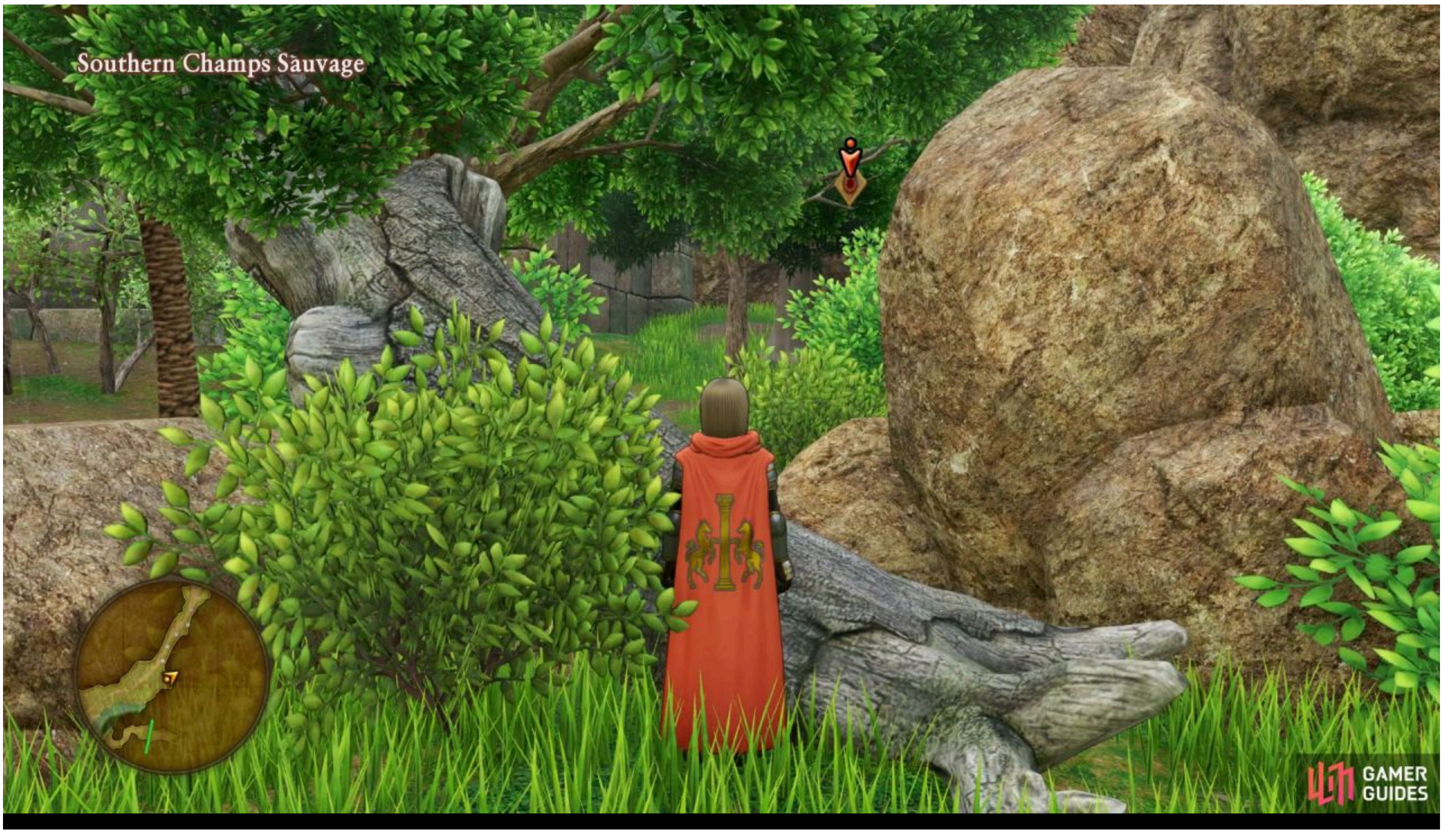

The Costa Valor
GAMER GUIDES

5 #5

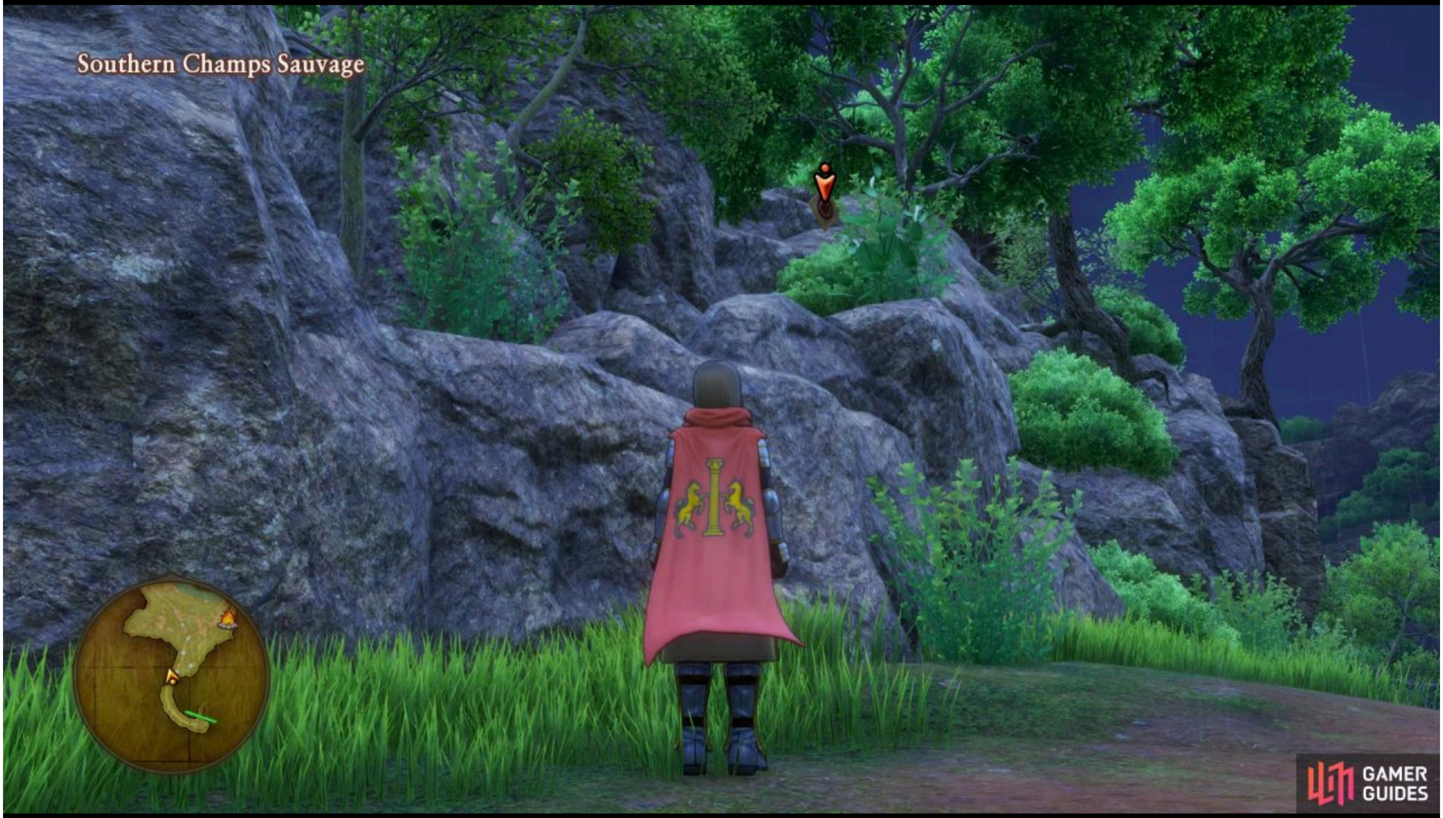
The Champs Sauvage


The Champs Sauvage
L'Académie de Notre Maître des Médailles
The Eerie Eyrie
Phnom Nonh
N
W
E
S
Map Menu
Zoom In
Show Objective
Hide Overlay
GAMER GUIDES

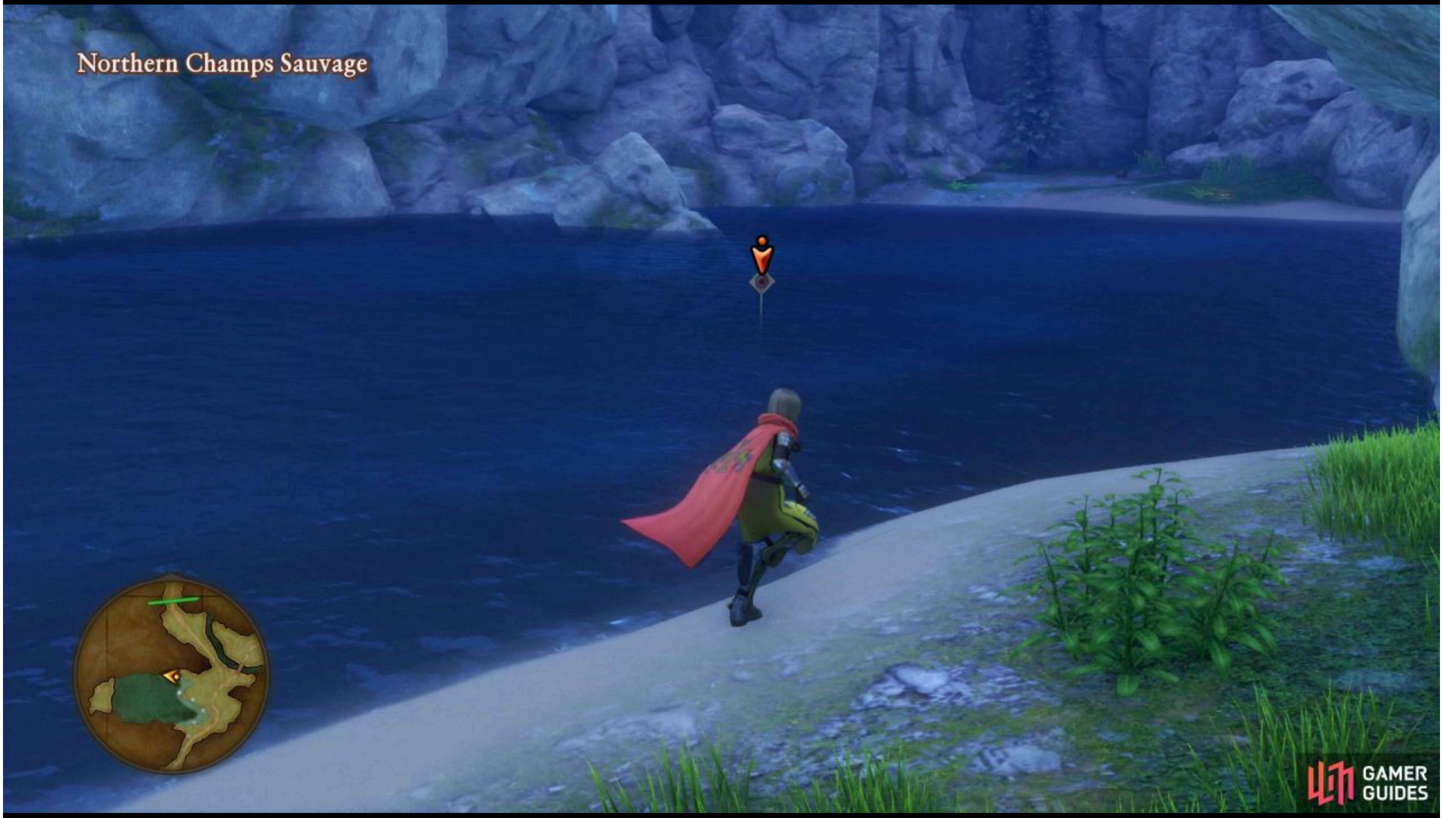
Bodkin Bowyer Location	Rewards
The Champs Sauvage (North Campsite)	Seed of Therapeusis x4


Southern Champs Sauvage
GAMER GUIDES

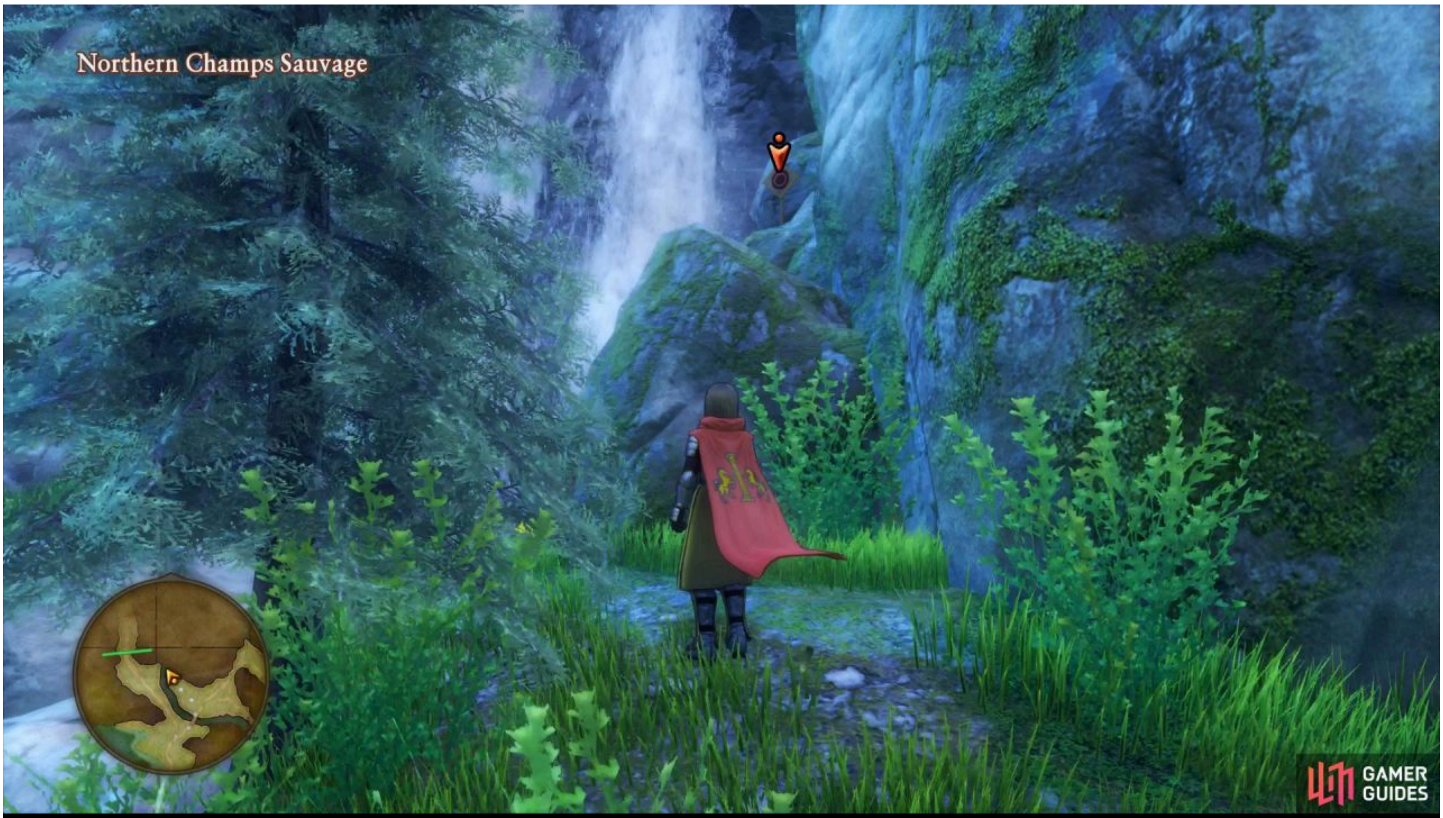
① #1


Southern Champs Sauvage
GAMER GUIDES

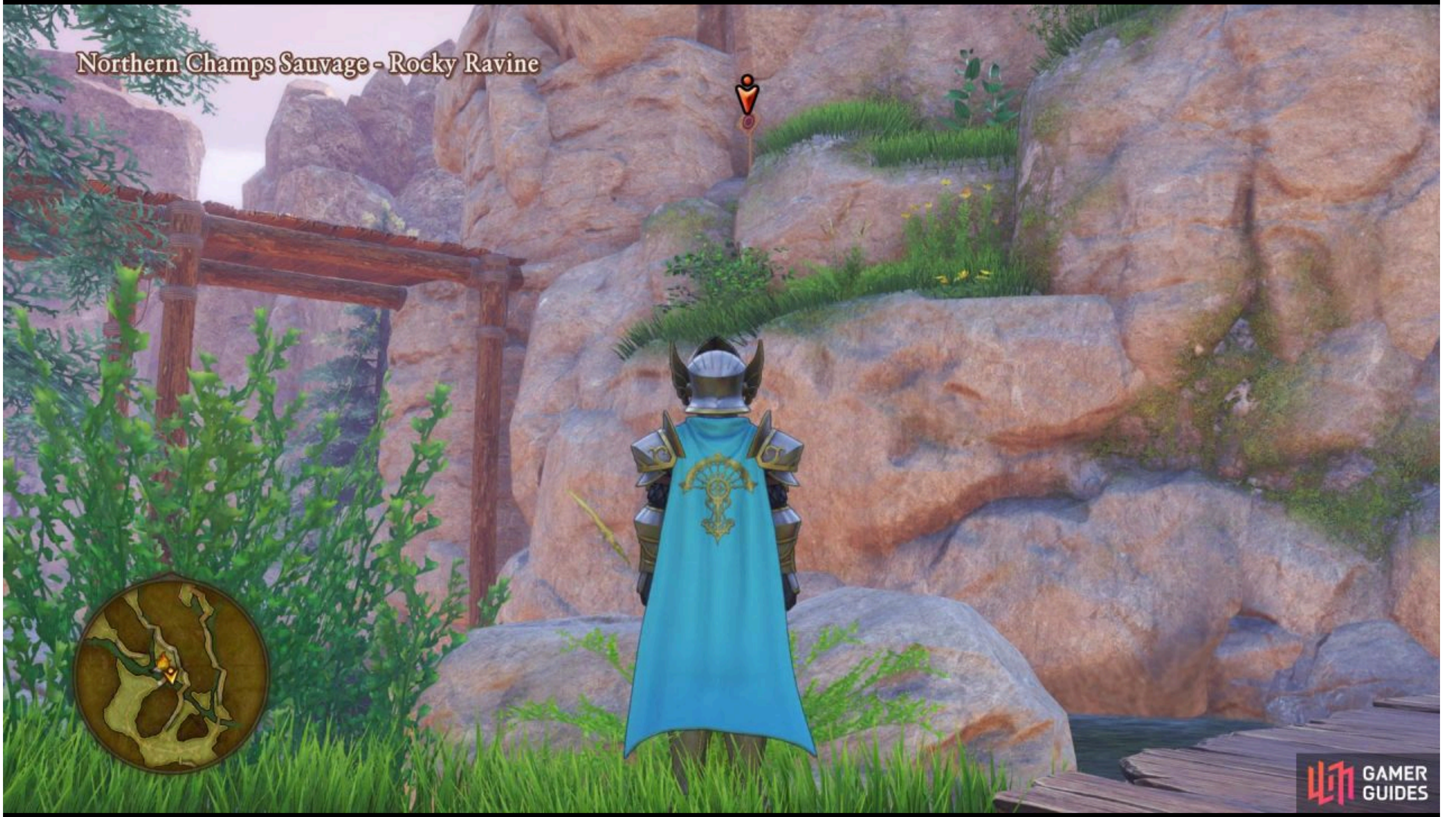
② #2


Northern Champs Sauvage
GAMER GUIDES

③ #3

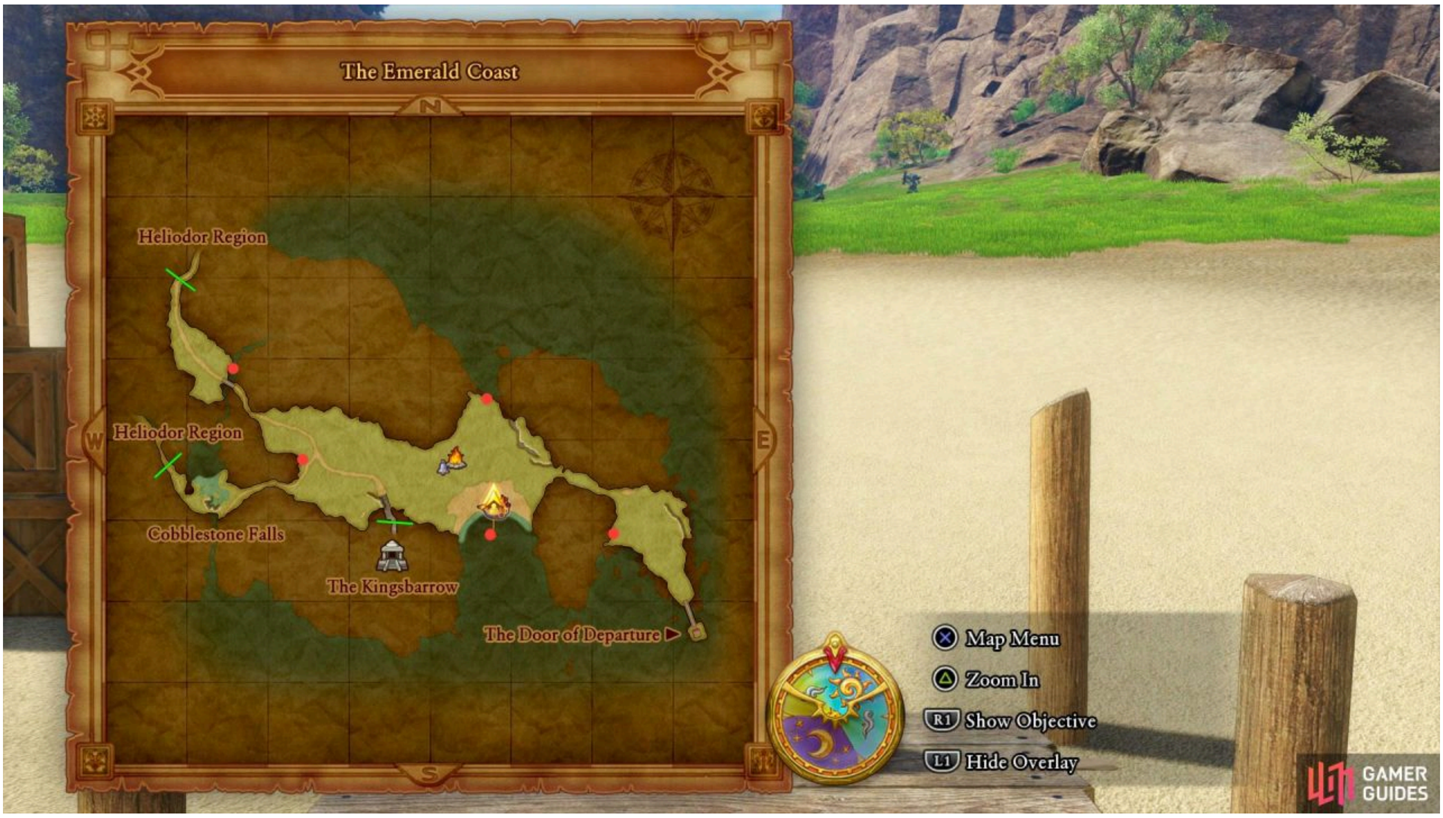

Northern Champs Sauvage
GAMER GUIDES

4 #4


Northern Champs Sauvage - Rocky Ravine
GAMER GUIDES

5 #5

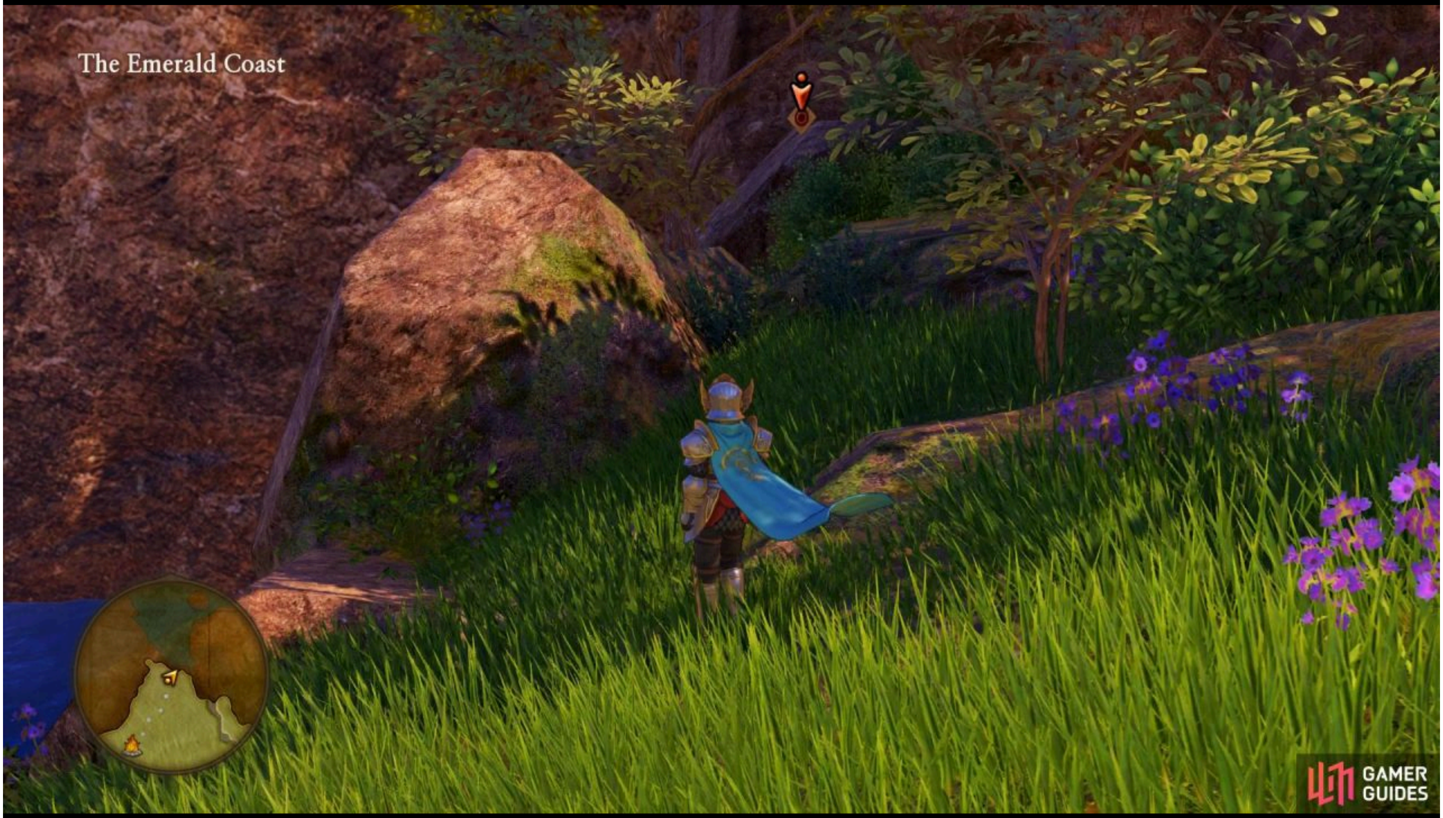
The Emerald Coast


The Emerald Coast
N
Heliodor Region
Heliodor Region
Cobblestone Falls
The Kingsbarrow
The Door of Departure
W
E
S
Map Menu
Zoom In
Show Objective
Hide Overlay
GAMER GUIDES

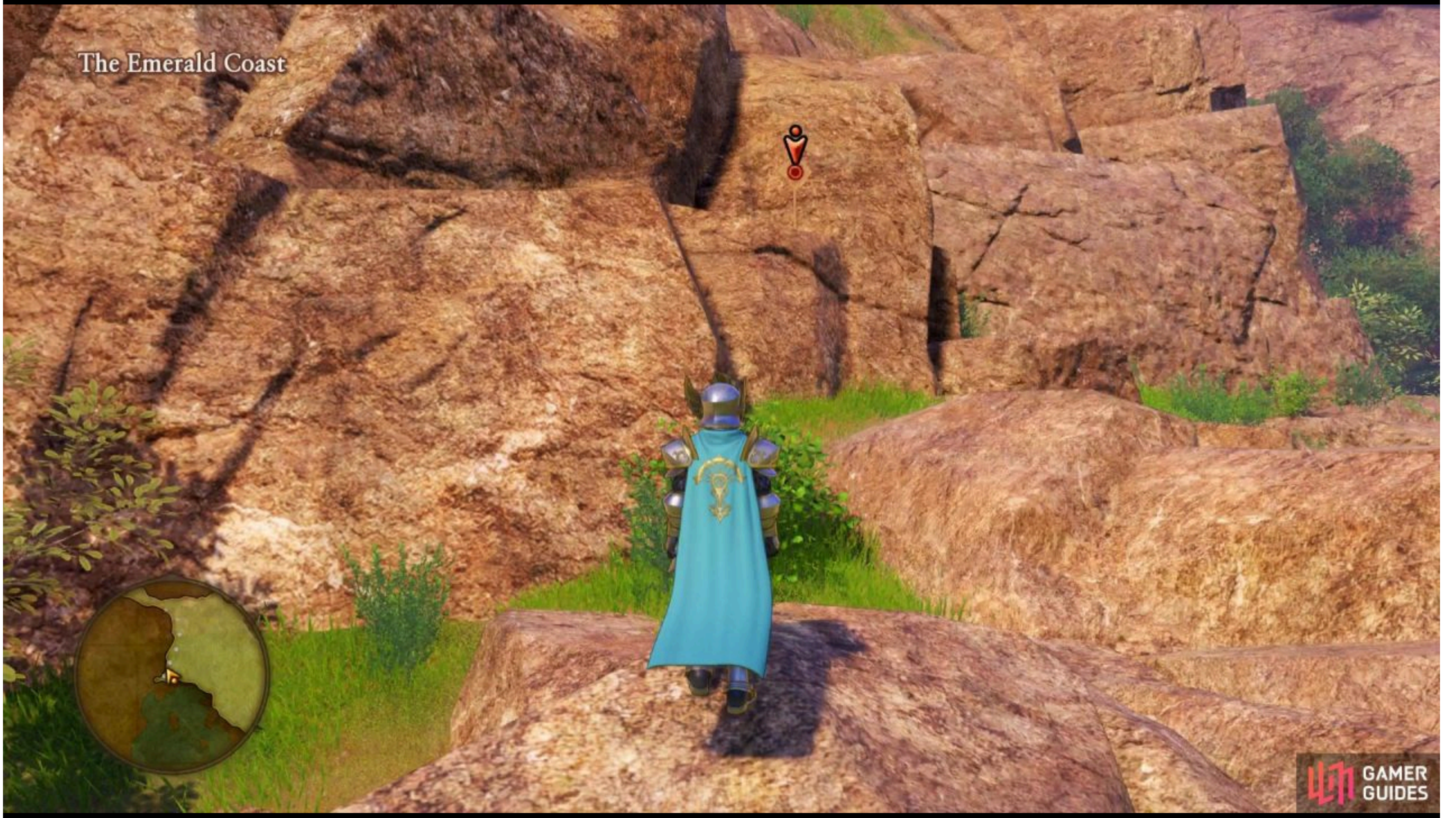
Bodkin Bowyer Location	Rewards
The Emerald Coast (Campsite)	Seed of Magic x4

The Emerald Coast - Jetty
GAMER GUIDES

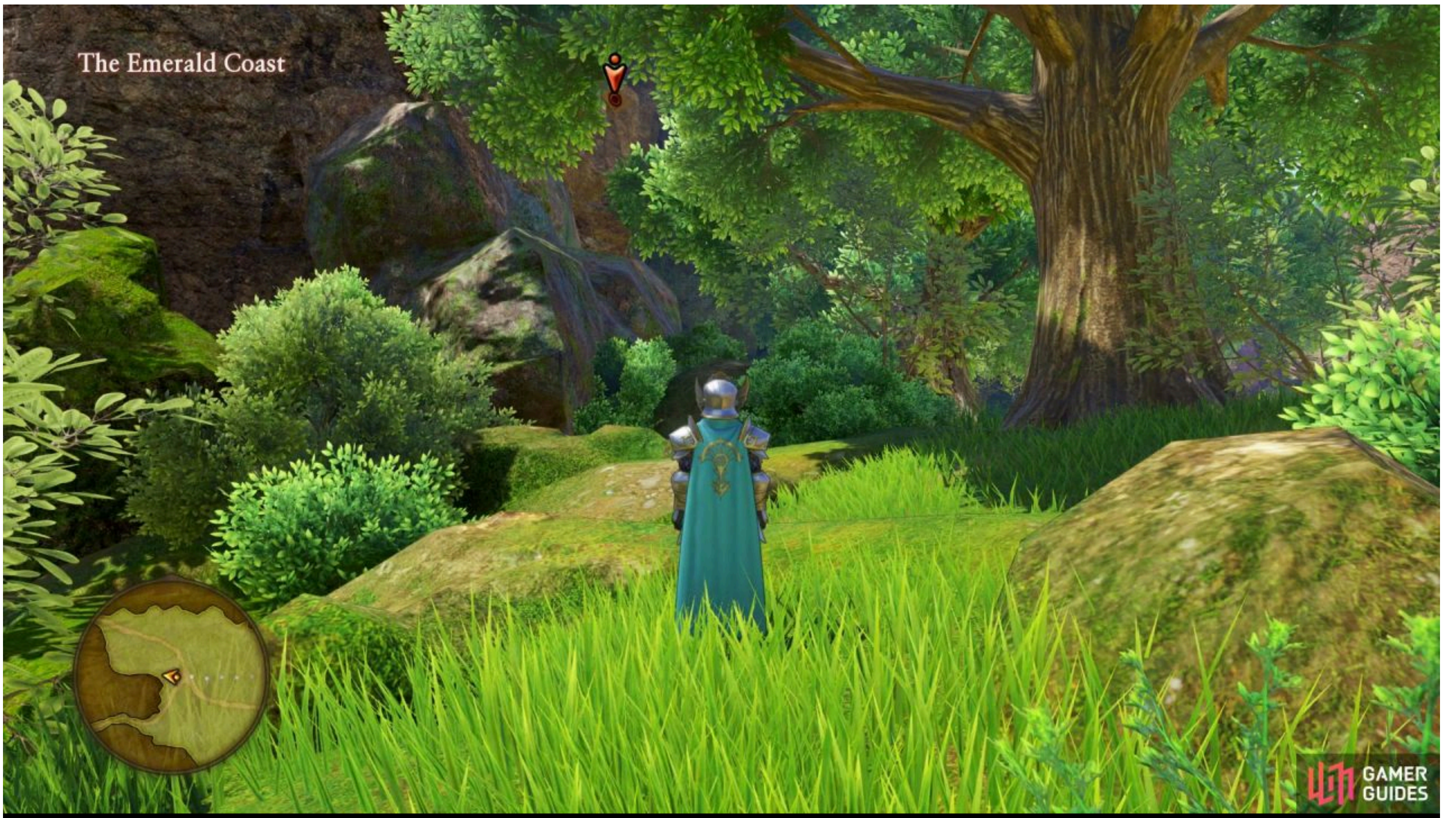
① #1


The Emerald Coast
GAMER GUIDES

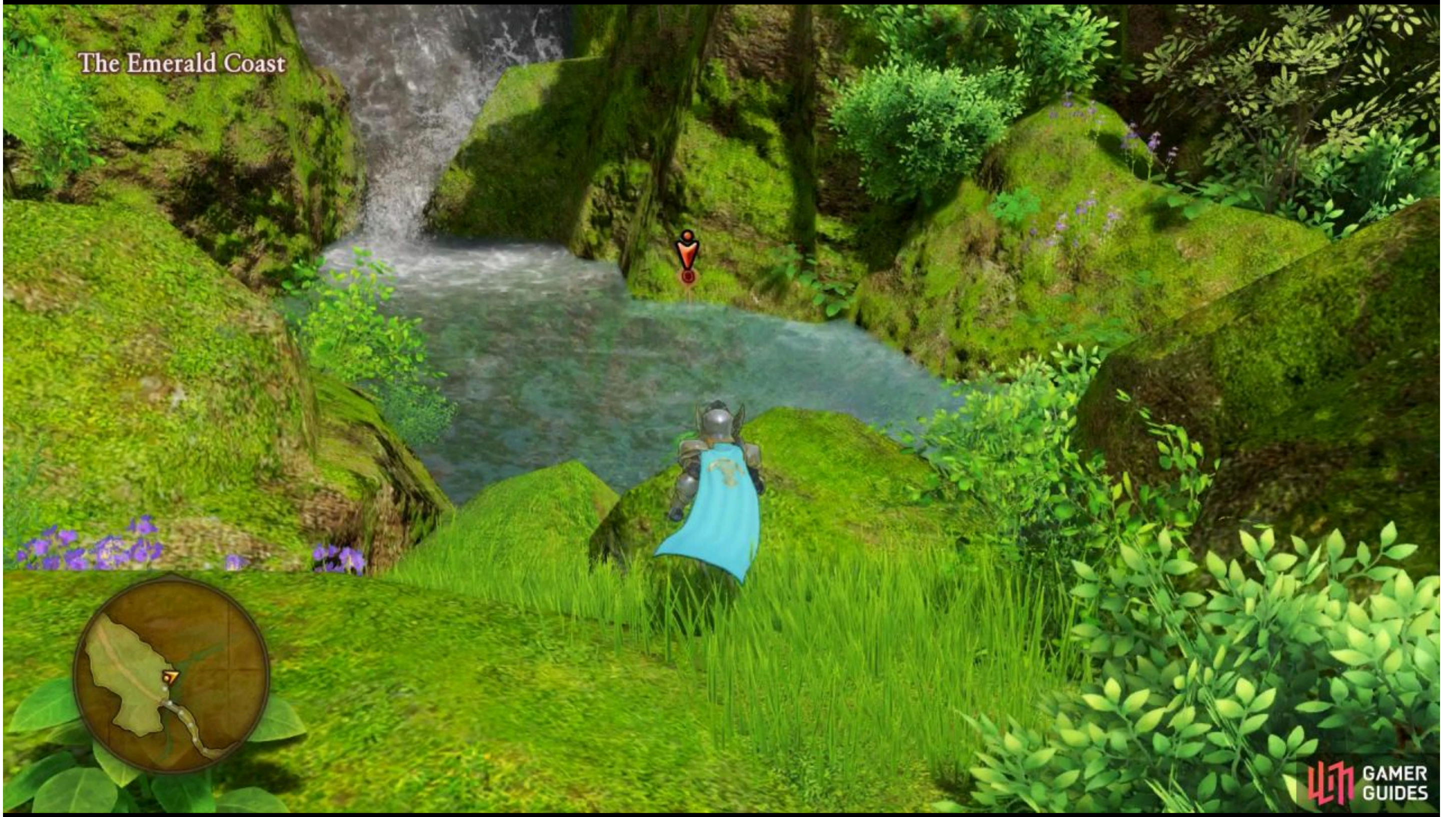
② #2


The Emerald Coast
GAMER GUIDES

③ #3

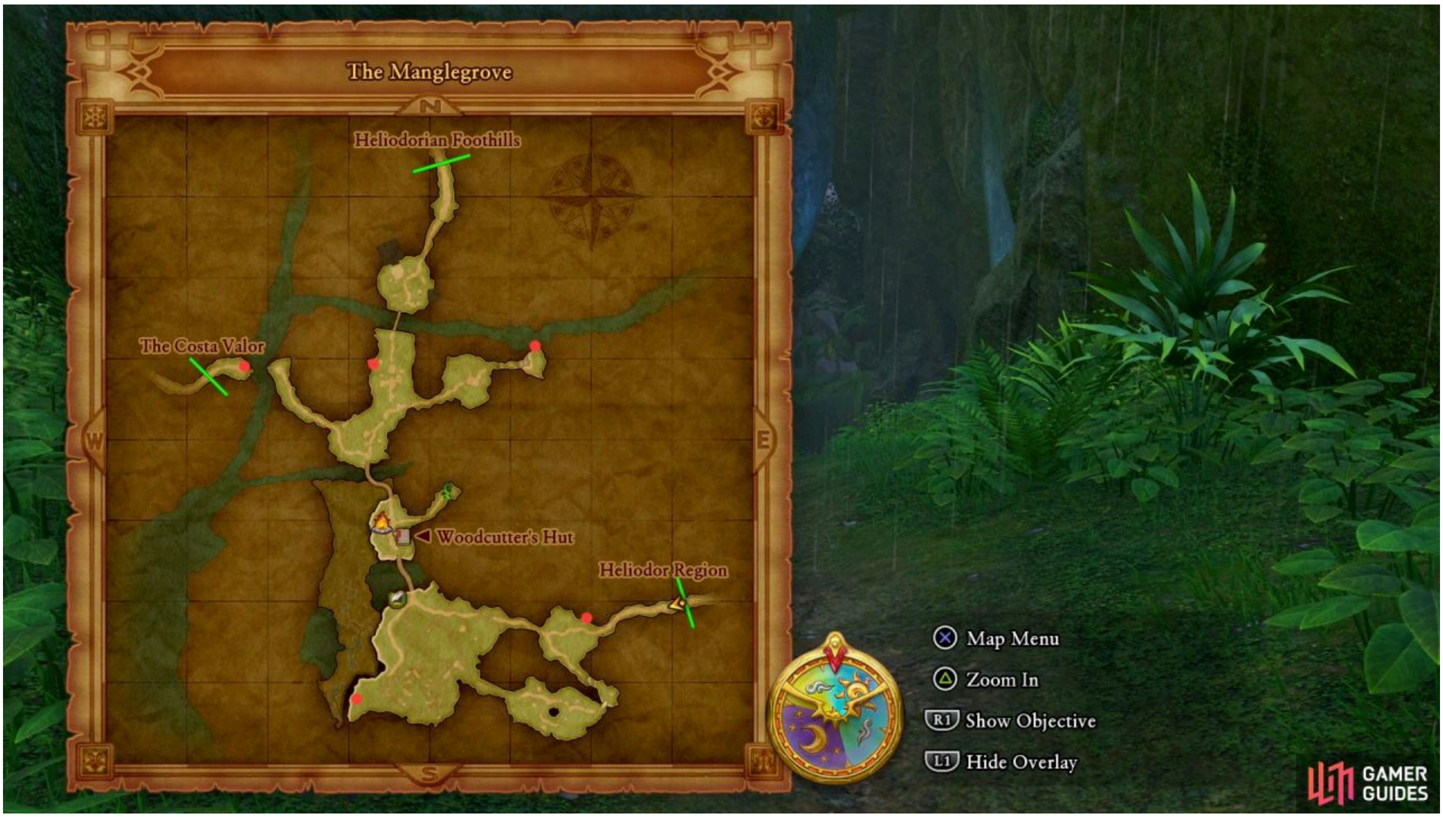

The Emerald Coast
GAMER GUIDES

4 #4

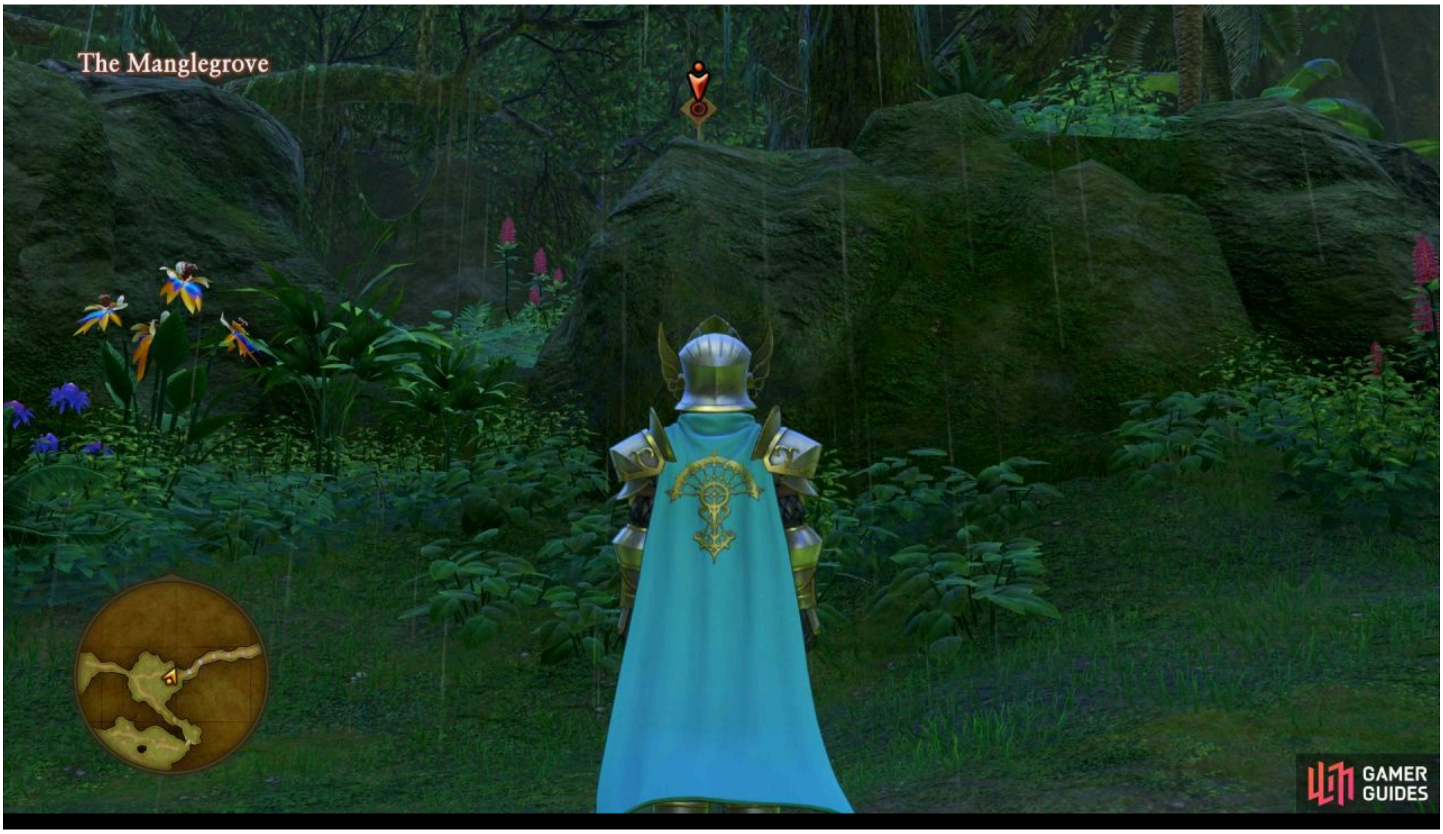

The Emerald Coast
GAMER GUIDES

5 #5

The Manglegrove


The Manglegrove
Heliodorian Foothills
The Costa Valor
Woodcutter's Hut
Heliodor Region
N
S
W
E
Map Menu
Zoom In
Show Objective
Hide Overlay
GAMER GUIDES

Bodkin Bowyer Location	Rewards
The Manglegrove (Campsite)	Seeds of Life x4


The Manglegrove
GAMER GUIDES

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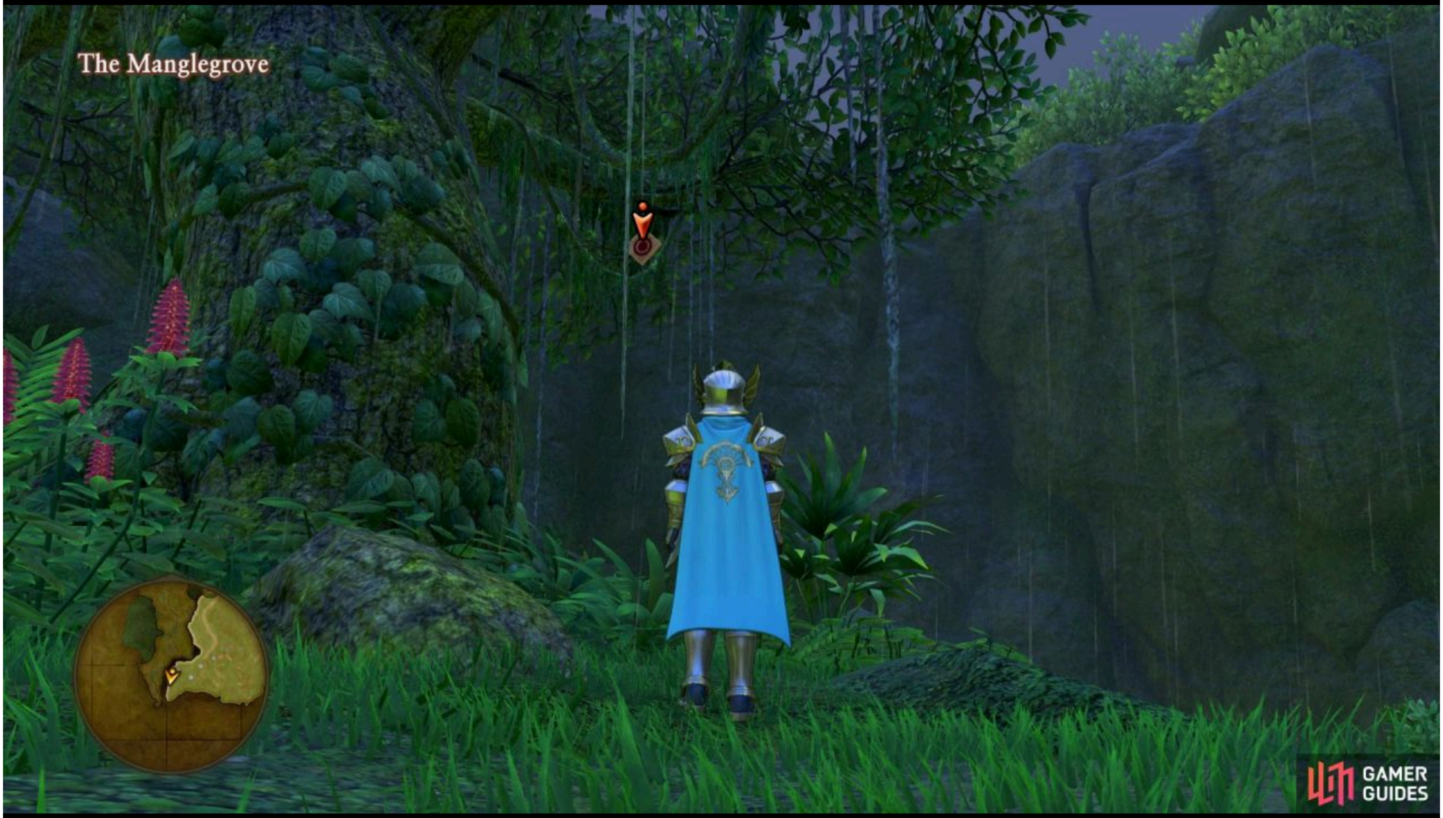
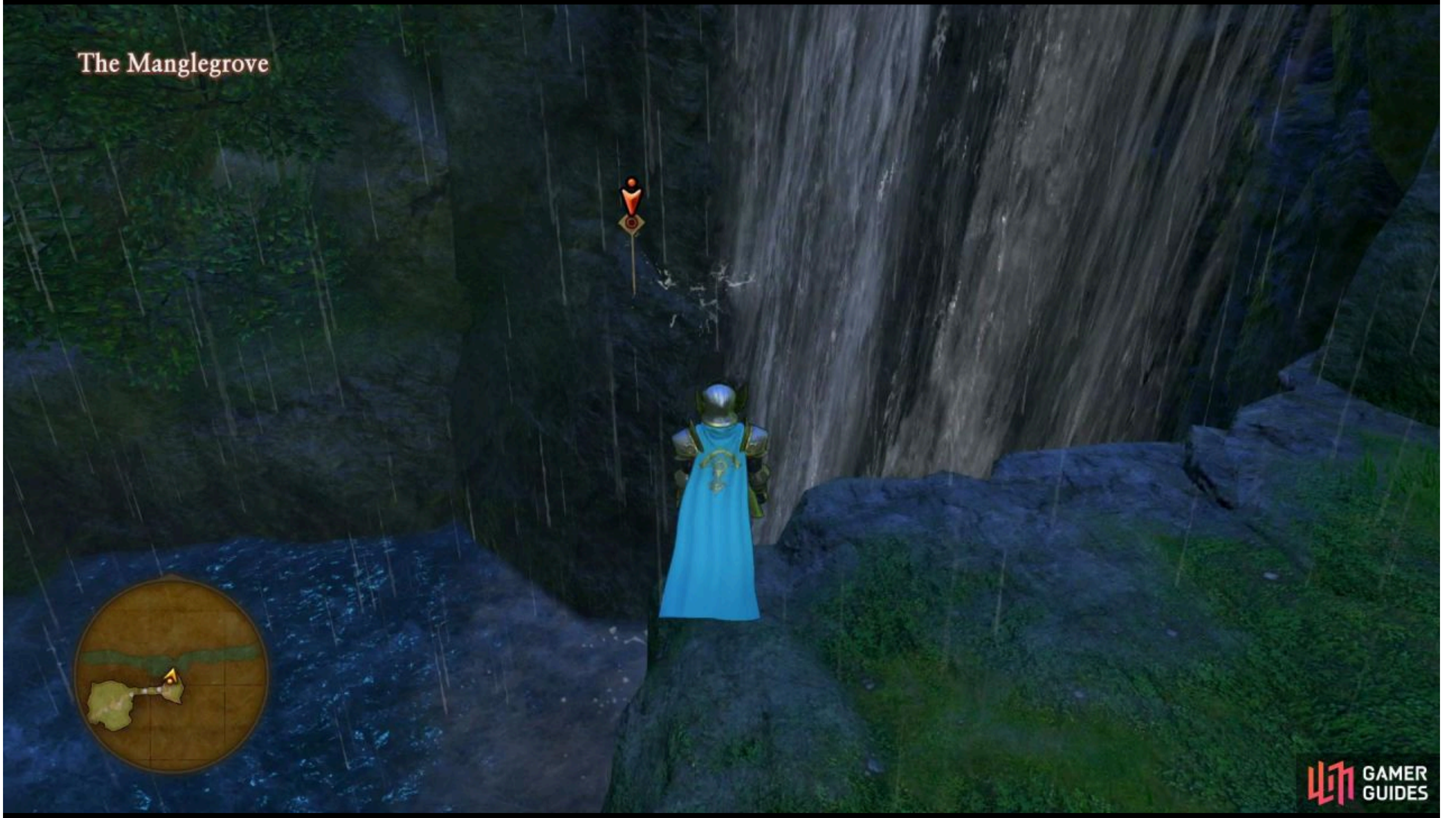
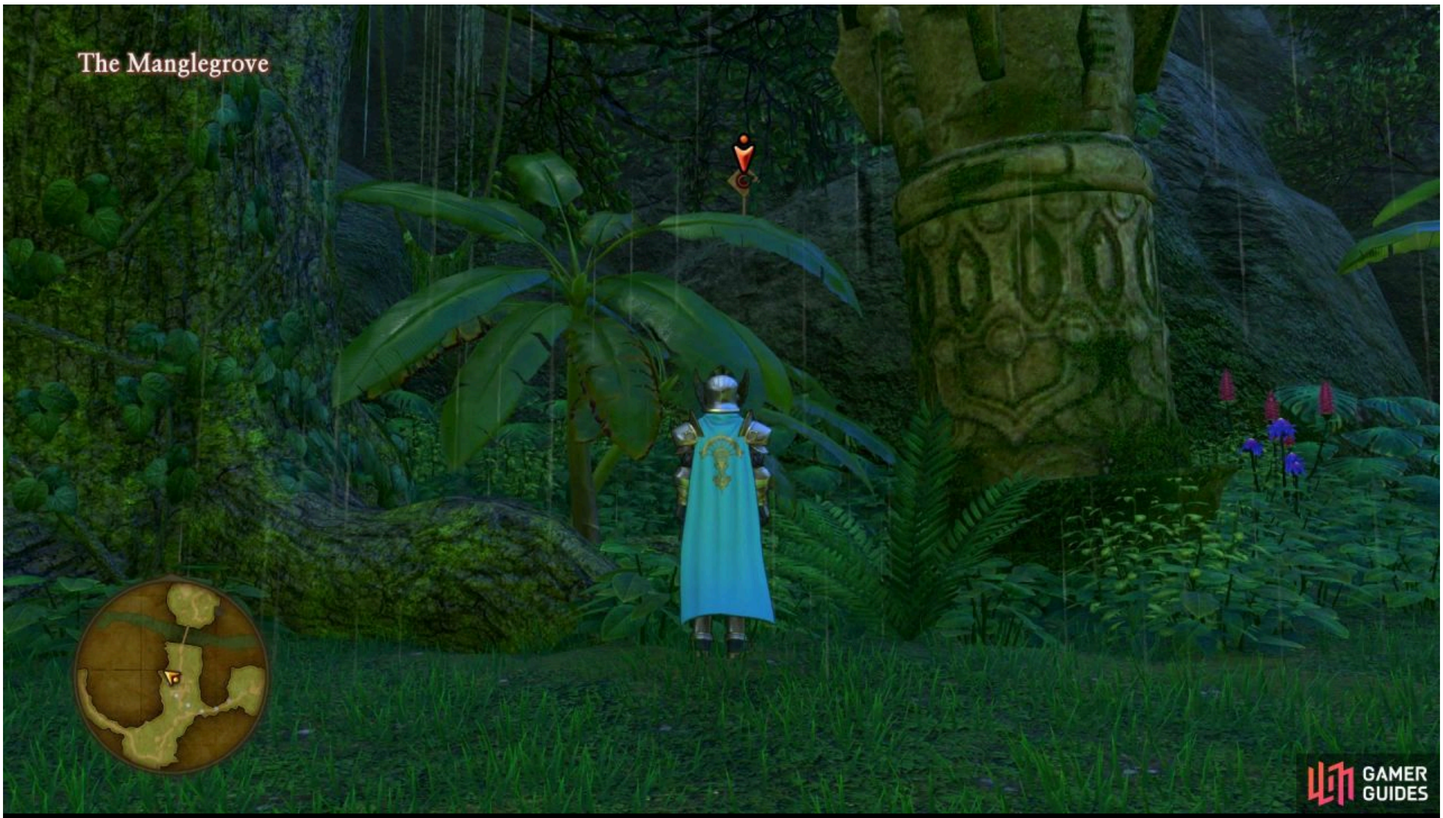

The Manglegrove
GAMER GUIDES

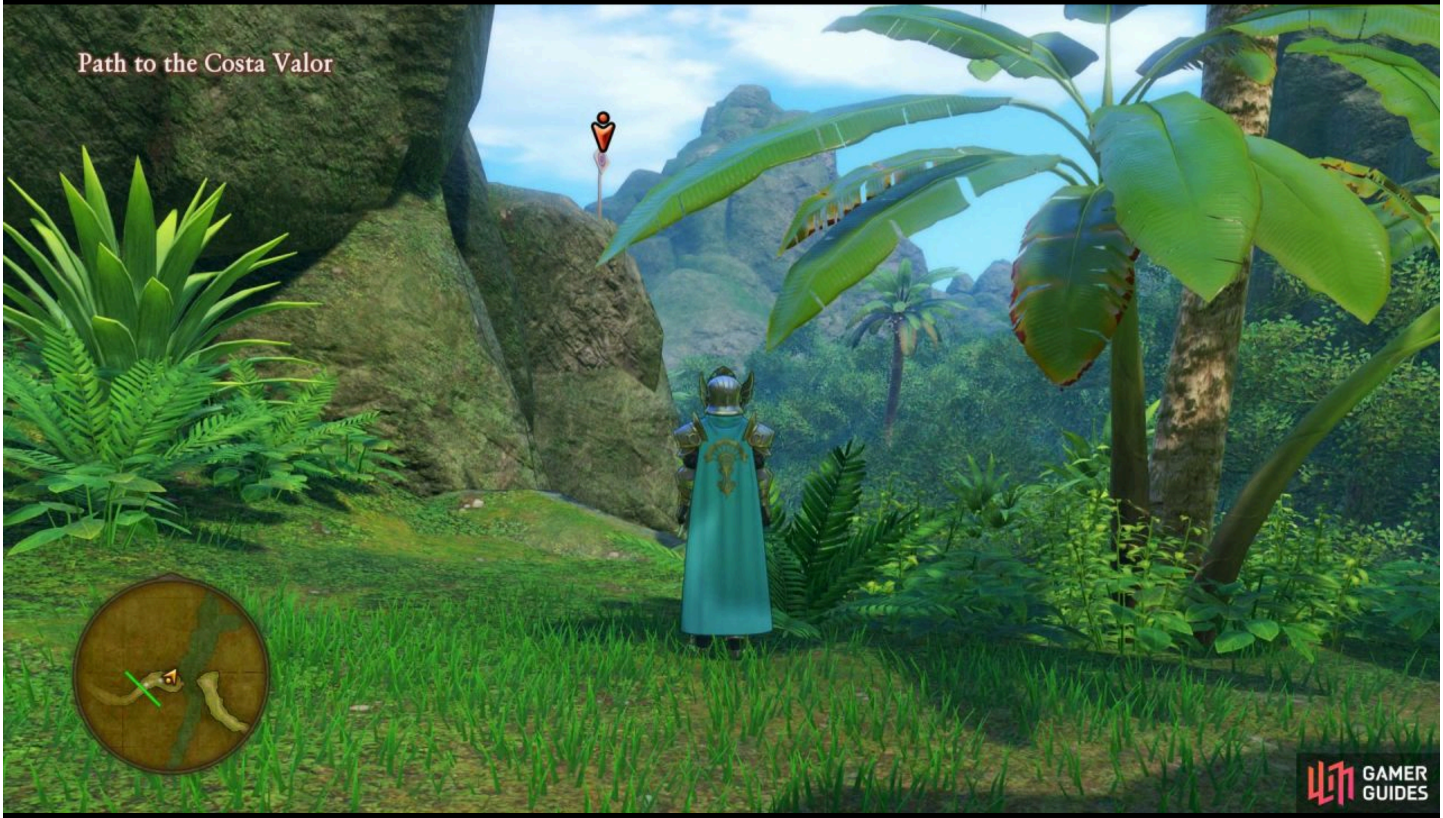
② #2


The Manglegrove
GAMER GUIDES

③ #3

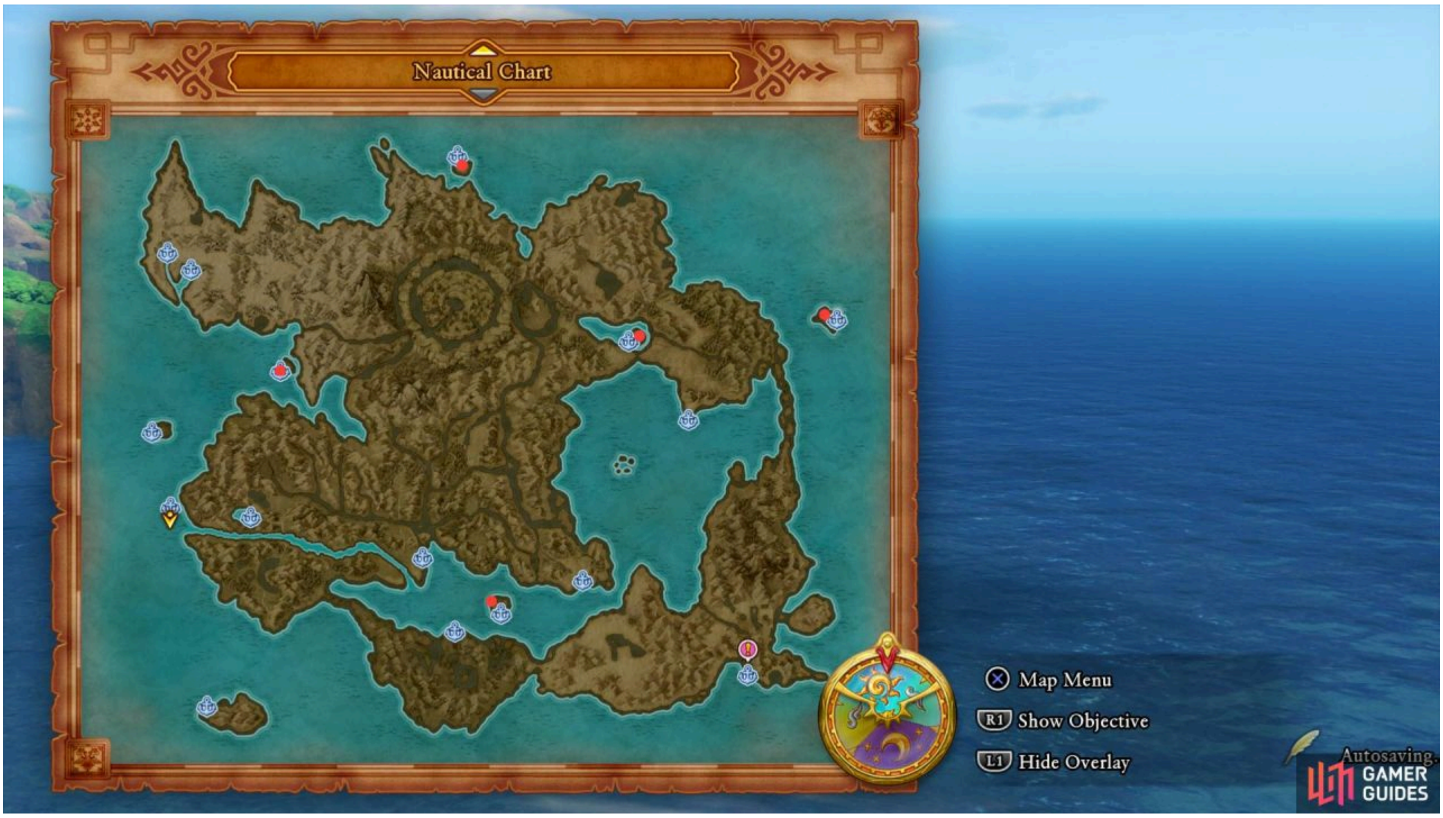

The Manglegrove
GAMER GUIDES

4 #4

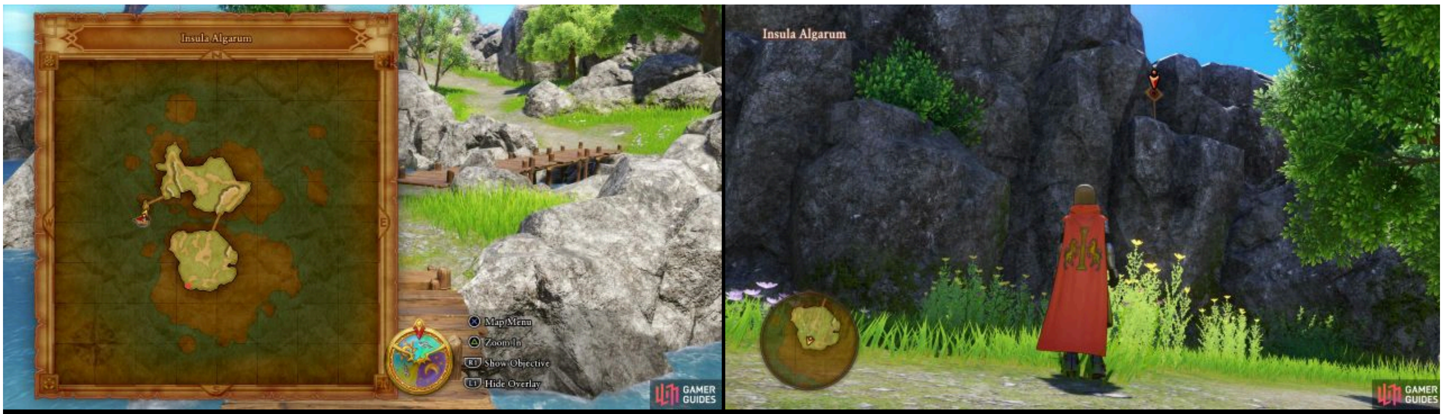

Path to the Costa Valor
GAMER GUIDES

5 #5

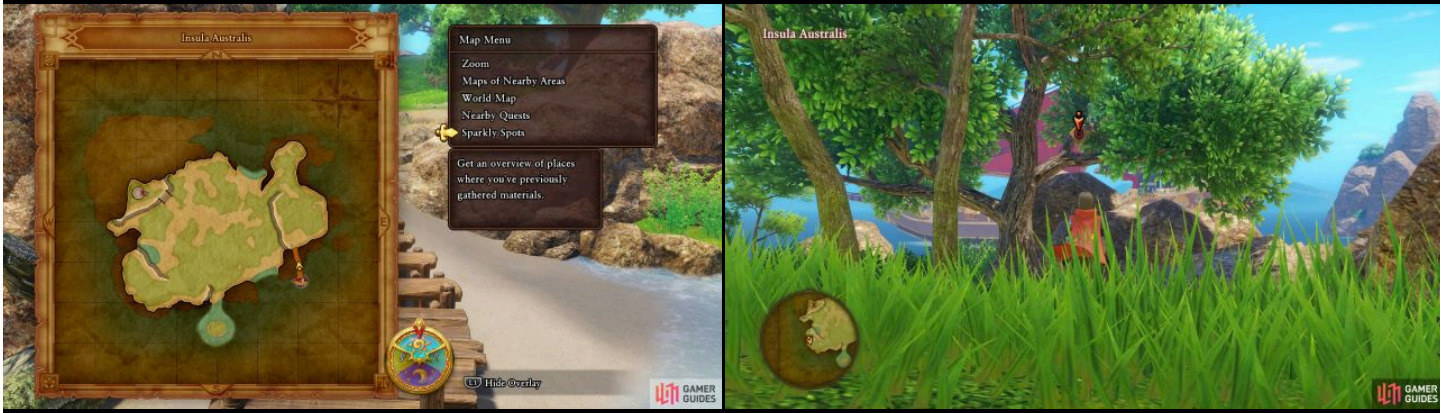
Insula Isles


Nautical Chart
Map Menu
R1 Show Objective
L1 Hide Overlay
Autosaving...
GAMER GUIDES

Bodkin Bowyer Location	Rewards
Insula Occidentalis	Pep Pip x4

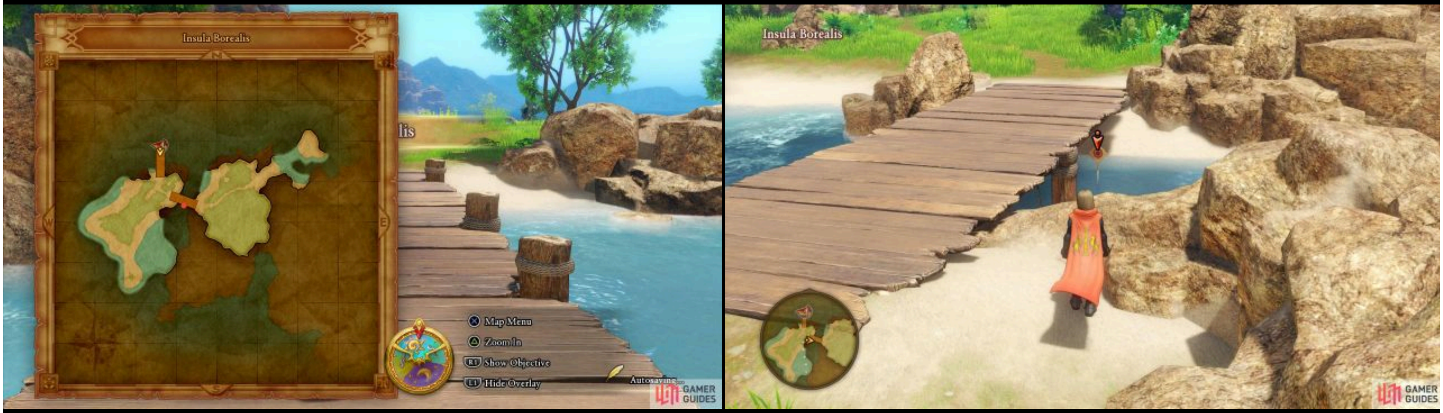

Insula Algarum
Map Menu
Zoom In
Show Objective
Hide Overlay
Insula Algarum

Location (left), Target (right)

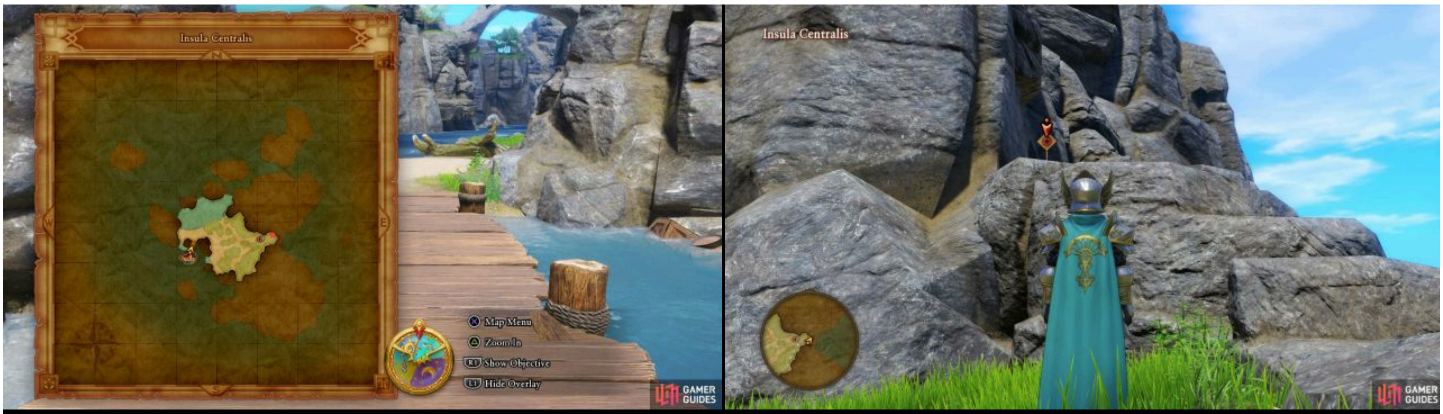

Insula Australis
Map Menu
Zoom
Maps of Nearby Areas
World Map
Nearby Quests
Sparkly Spots
Hide Overlay
Insula Australis

Get an overview of places where you've previously gathered materials.

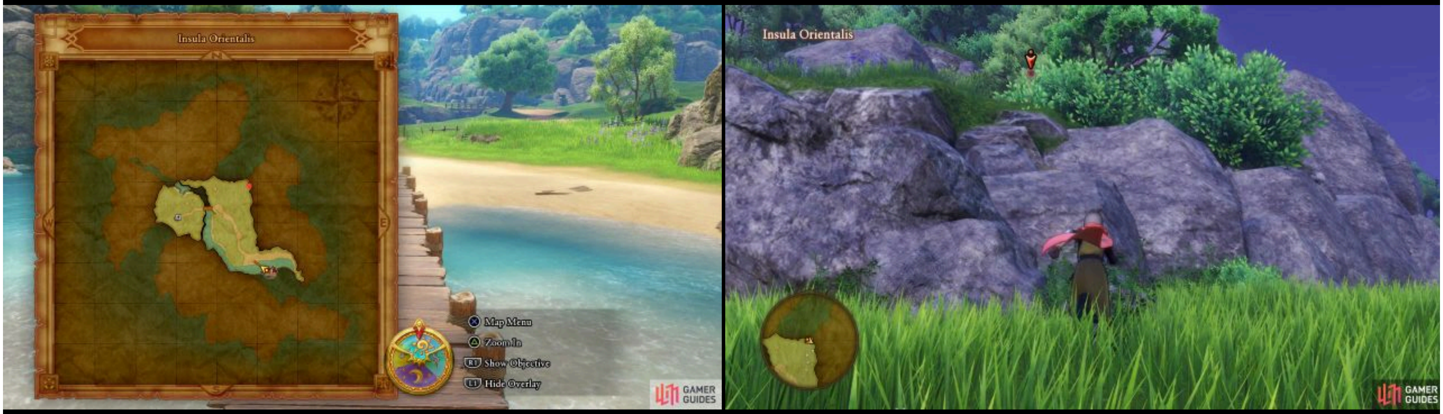
Location (left), Target (right)


Insula Borealis
Map Menu
Zoom In
Show Objective
Hide Overlay
Autosaving
Insula Borealis

Location (left), Target (right)

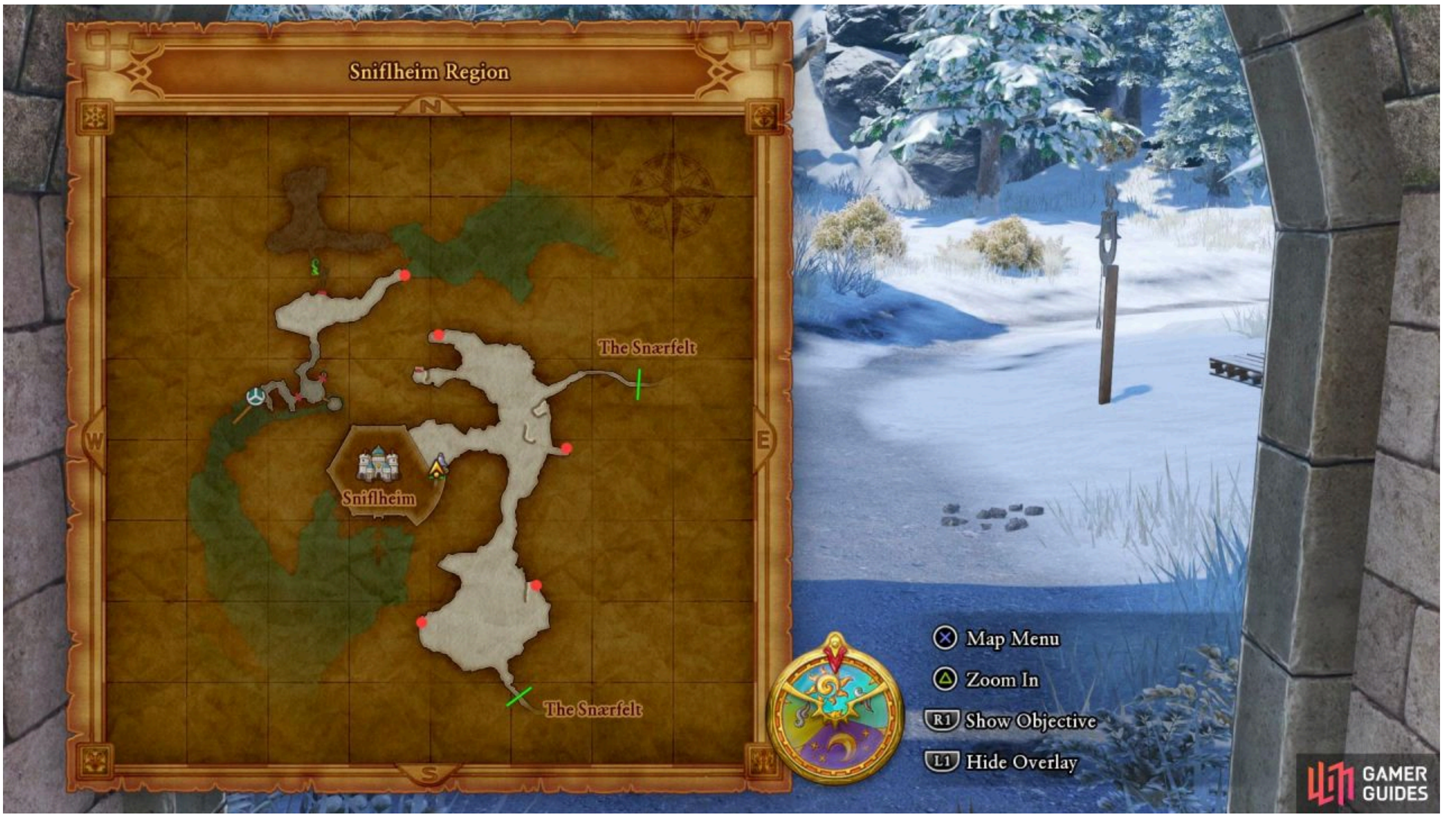

Insula Centralis
Map Menu
Zoom In
Show Objective
Hide Overlay
GAMER GUIDES
Insula Centralis
GAMER GUIDES

Location (left), Target (right)

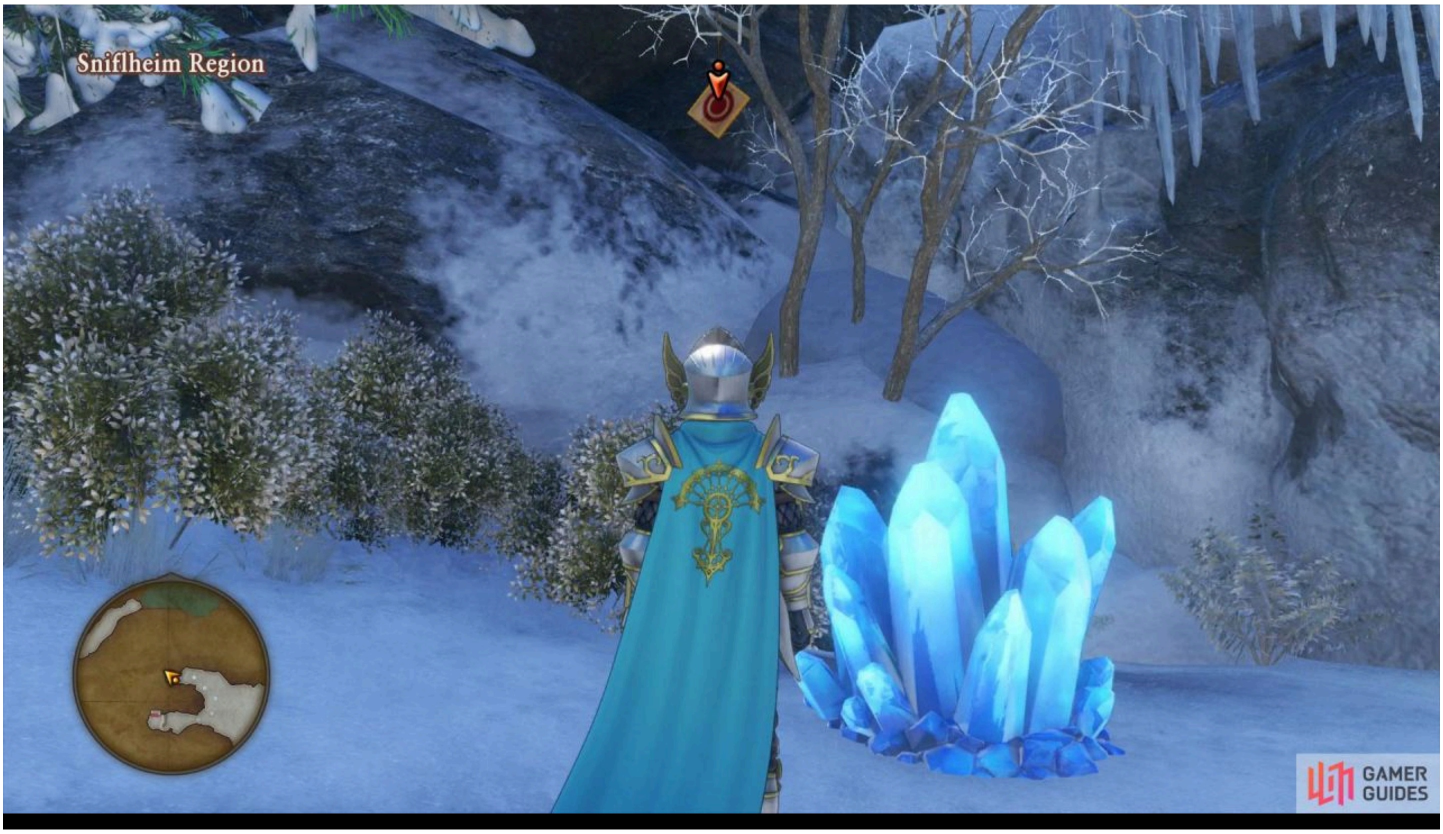

Insula Orientalis
Map Menu
Zoom In
Show Objective
Hide Overlay
GAMER GUIDES
Insula Orientalis
GAMER GUIDES

Location (left), Target (right)

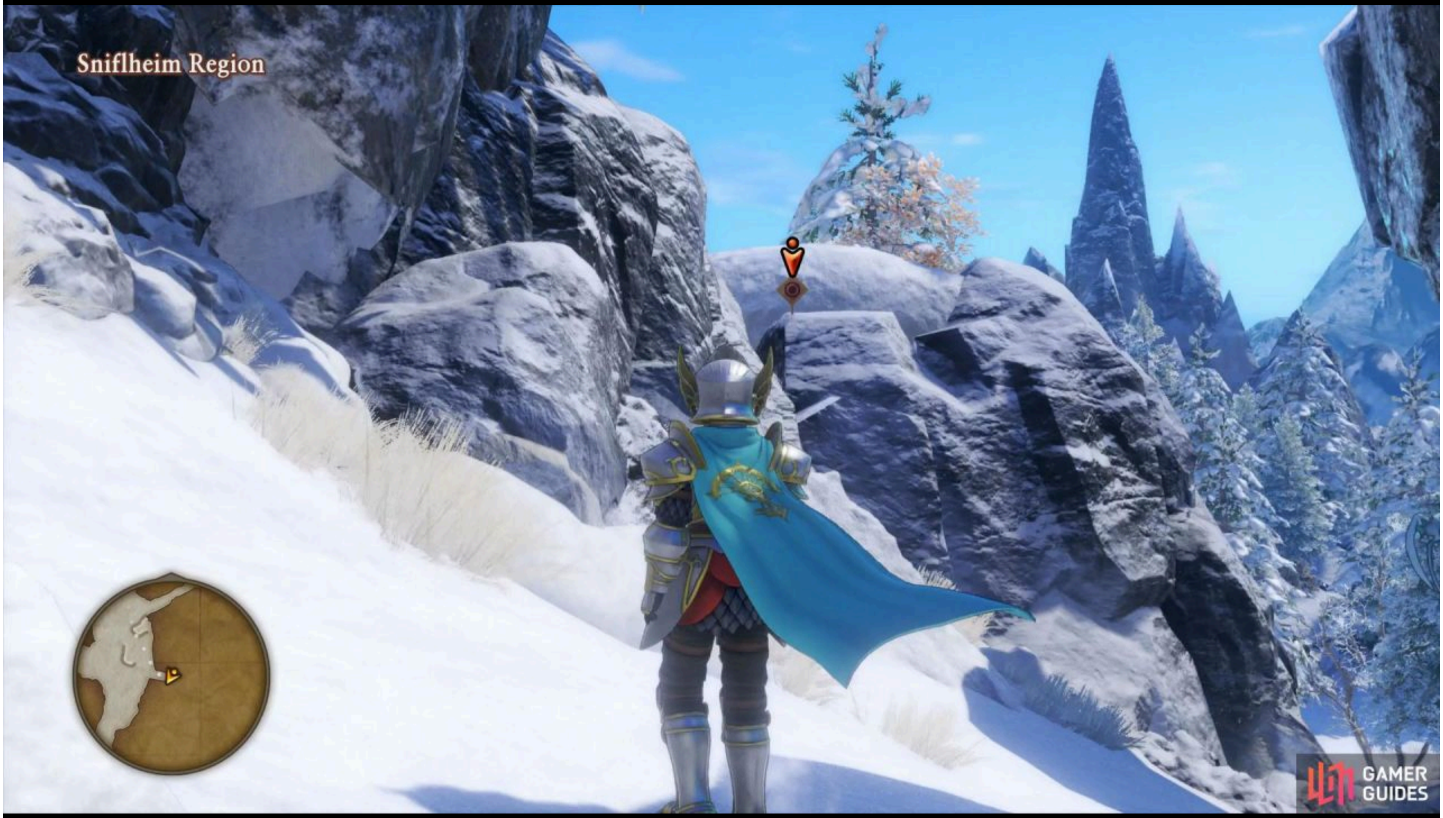
Sniflheim Region


Sniflheim Region
N
W
E
S
The Snærfelt
Sniflheim
The Snærfelt
Map Menu
Zoom In
Show Objective
Hide Overlay
GAMER GUIDES

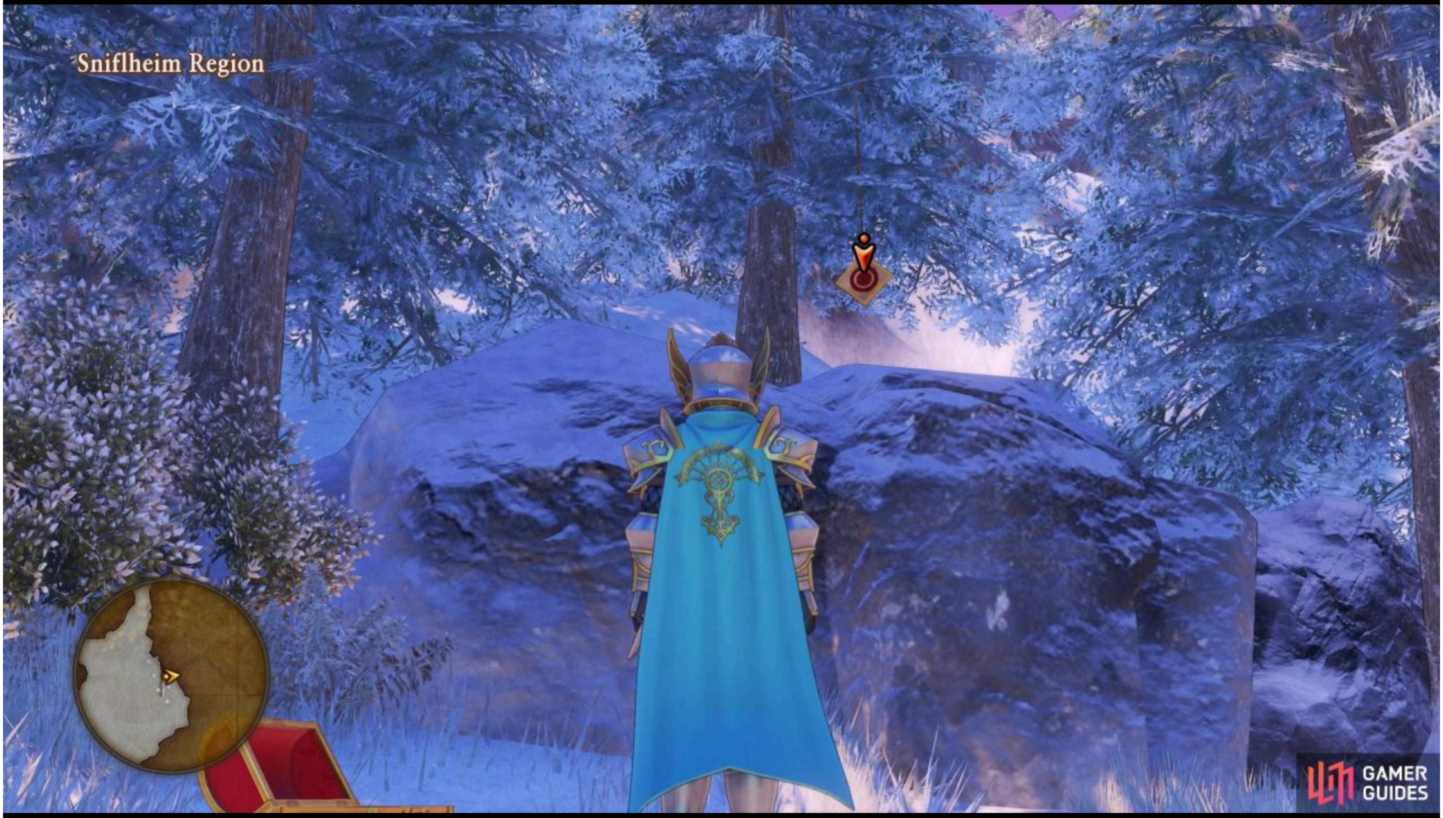
Bodkin Bowyer Location	Rewards
Viking Hideout	Seeds of Skill x4


Sniflheim Region
GAMER GUIDES

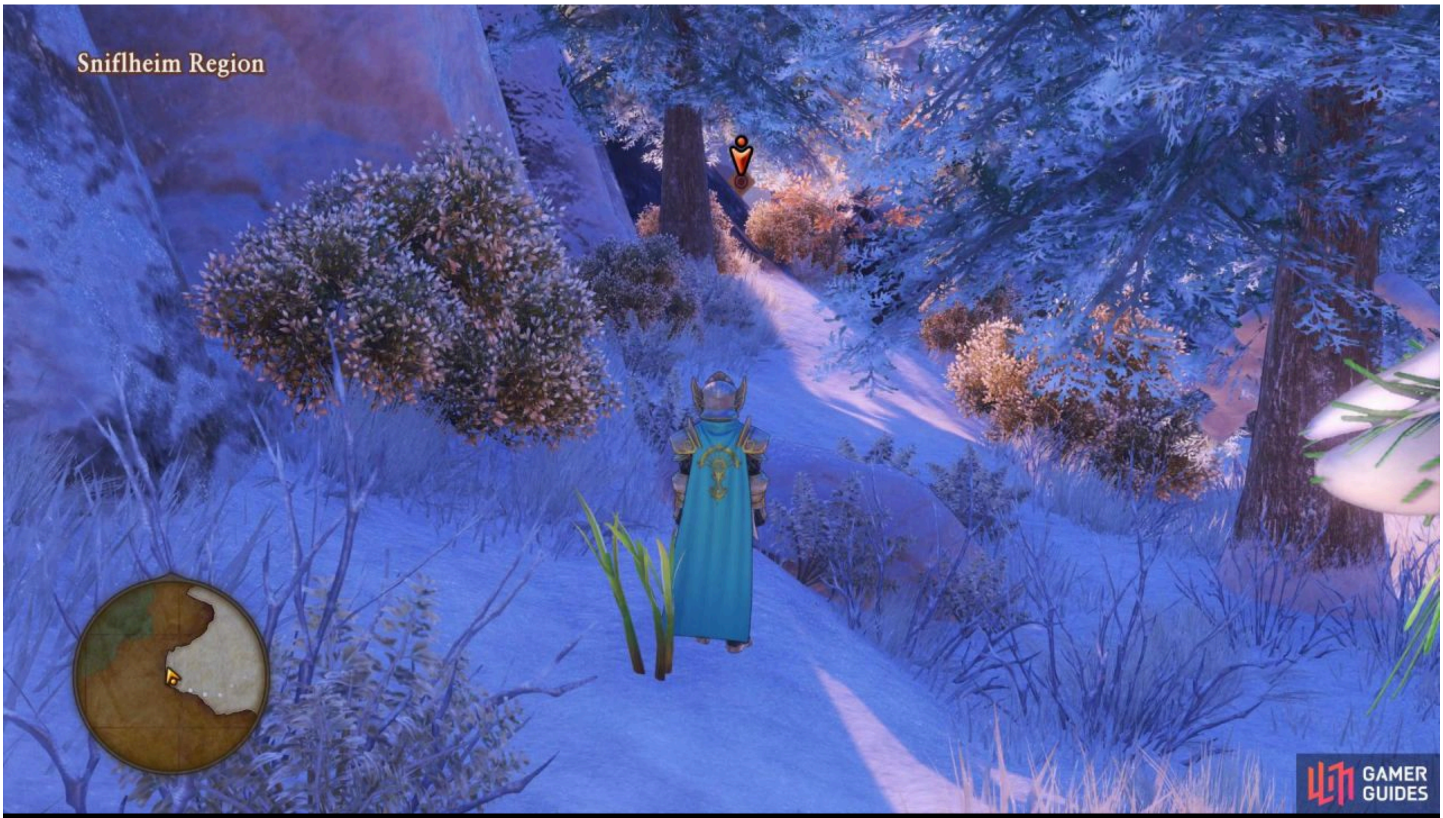
① #1


Sniflheim Region
GAMER GUIDES

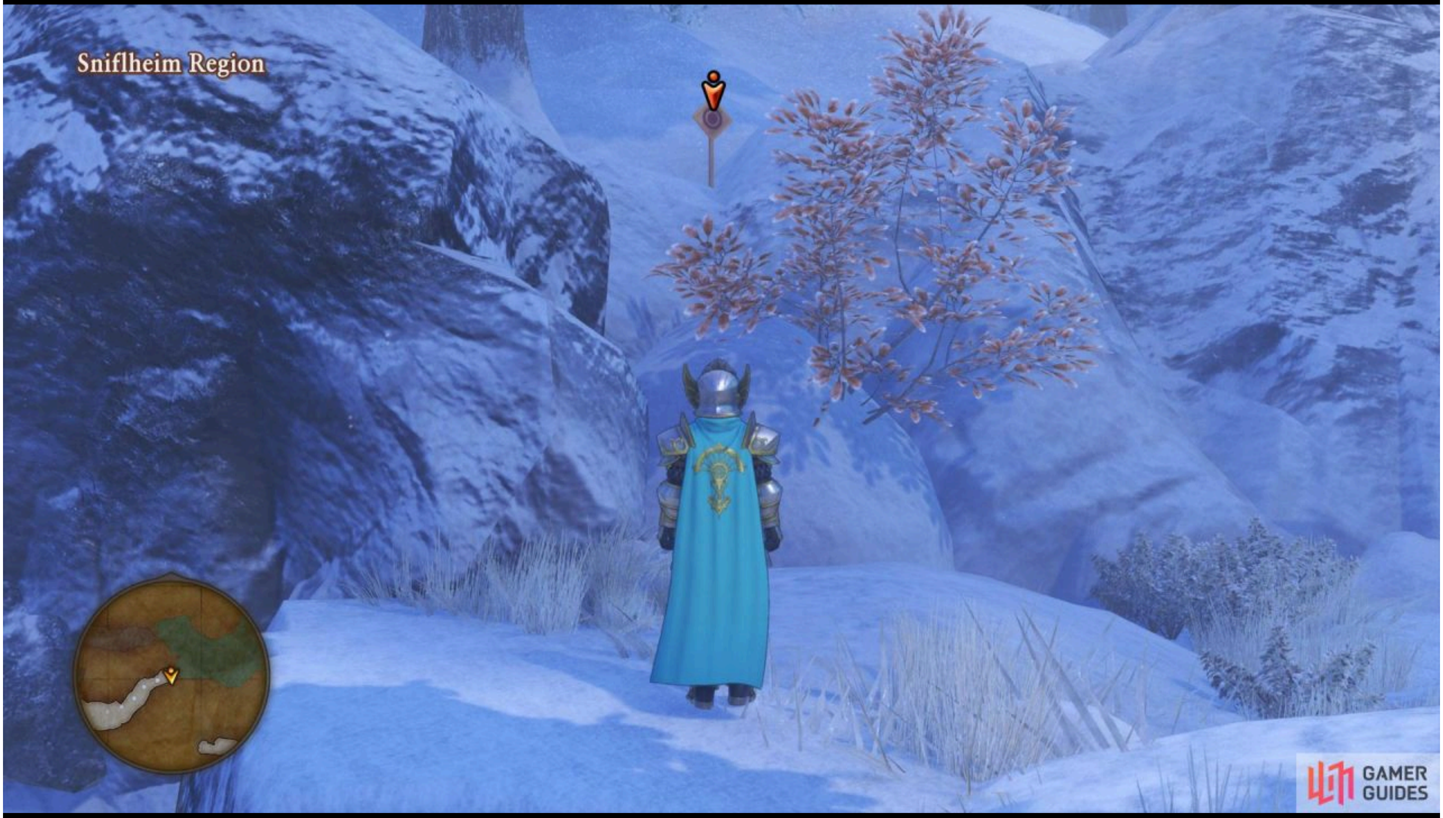
② #2


Sniflheim Region
GAMER GUIDES

③ #3

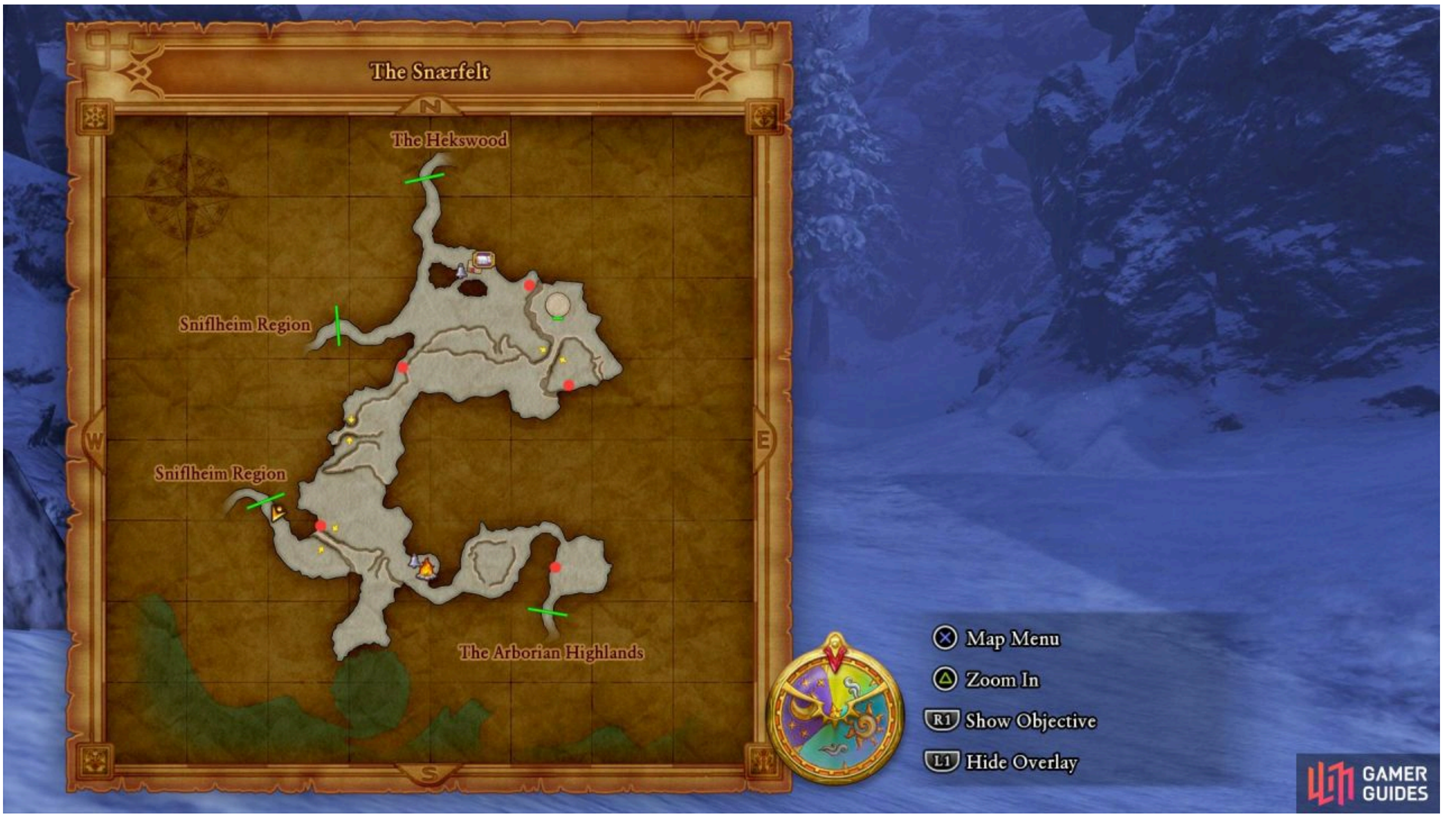

Sniflheim Region
GAMER GUIDES

④ #4

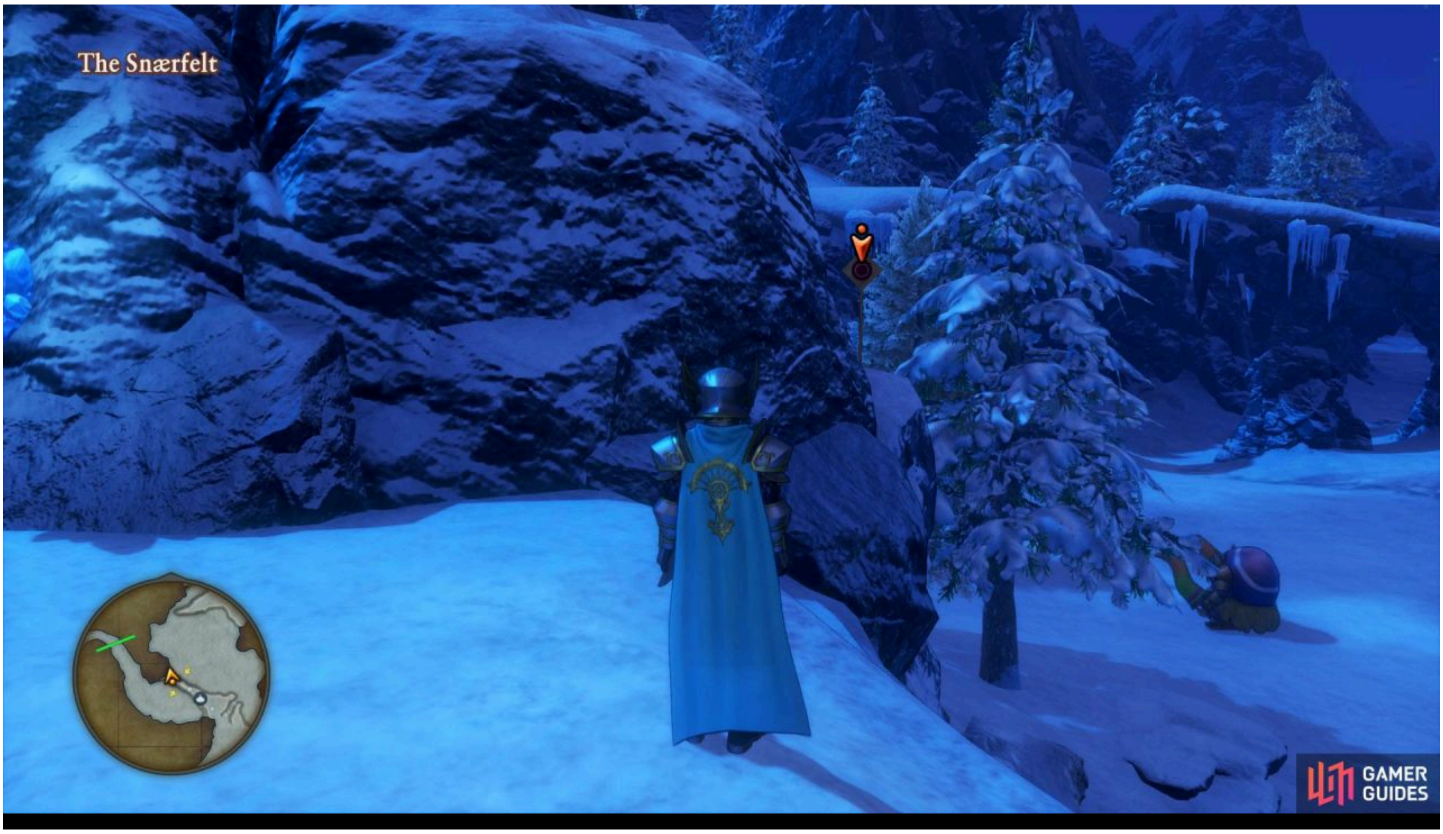

Sniflheim Region
GAMER GUIDES

⑤ #5

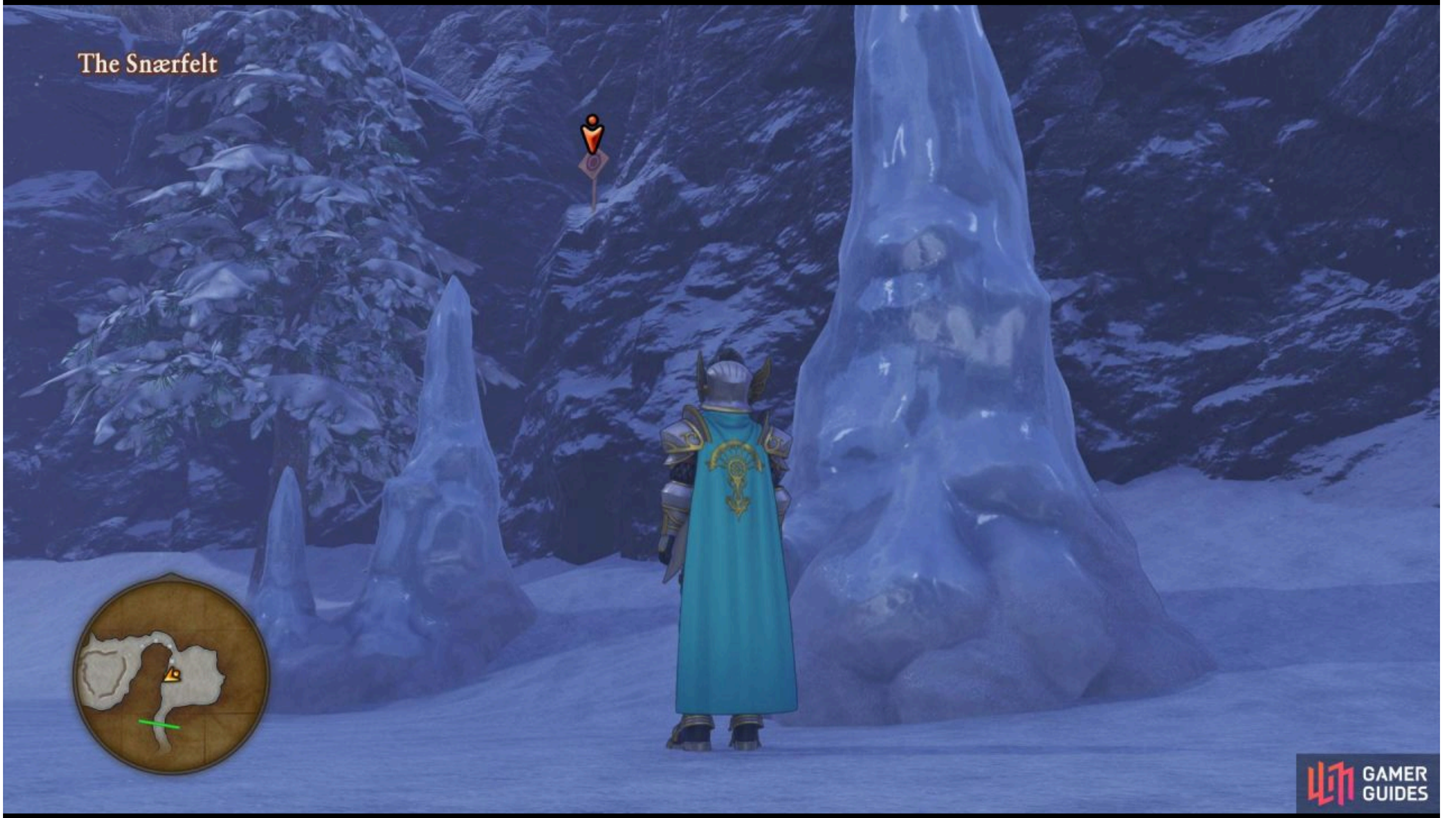
The Snaerfelt


The Snærfelt
N
The Hekswood
Sniflheim Region
Sniflheim Region
W
E
The Arborian Highlands
S
Map Menu
Zoom In
R1 Show Objective
L1 Hide Overlay
GAMER GUIDES

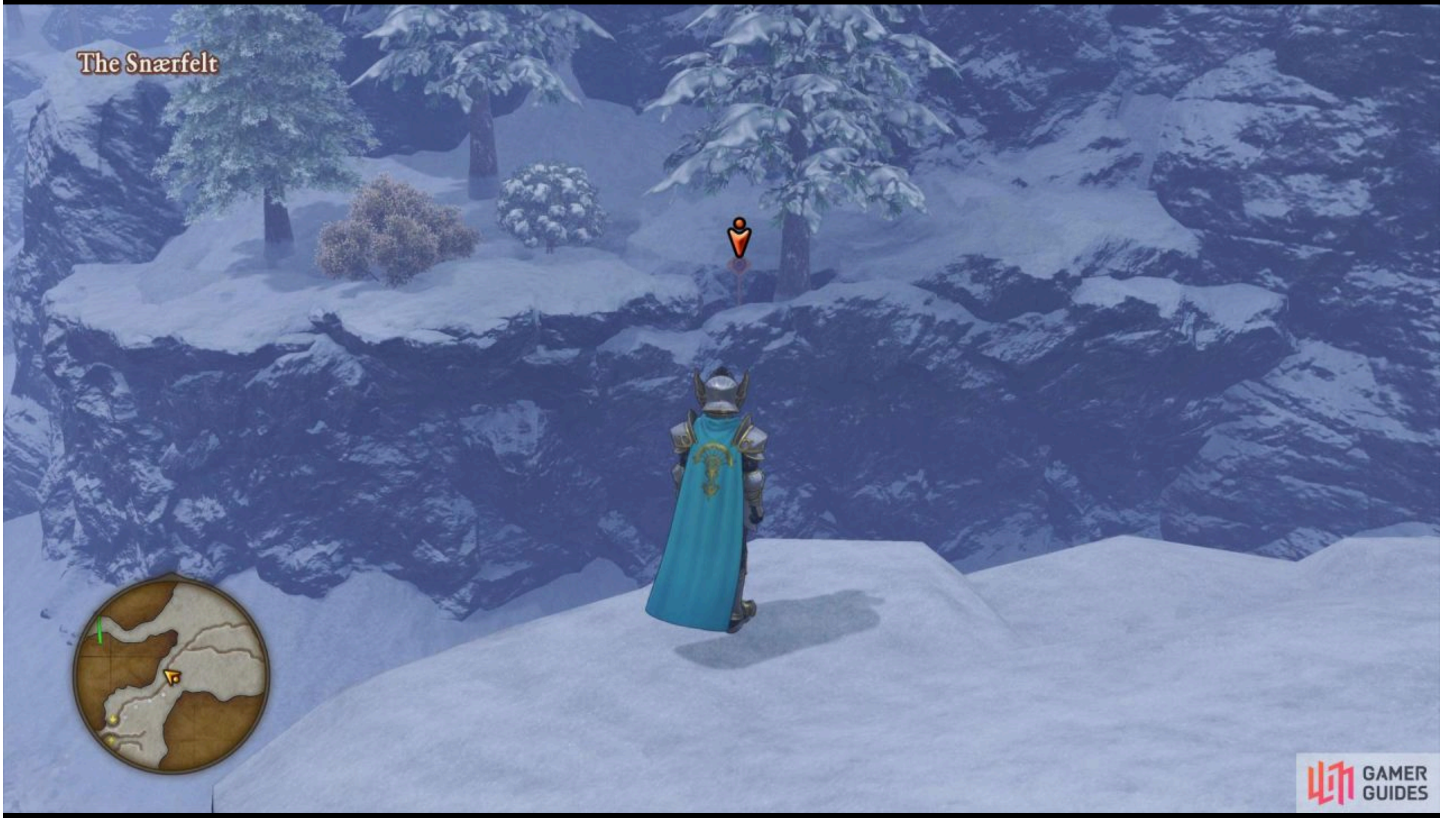
Bodkin Bowyer Location	Rewards
The Snaerfelt (Campsite)	Pretty Betsy x4


The Snærfelt
GAMER GUIDES

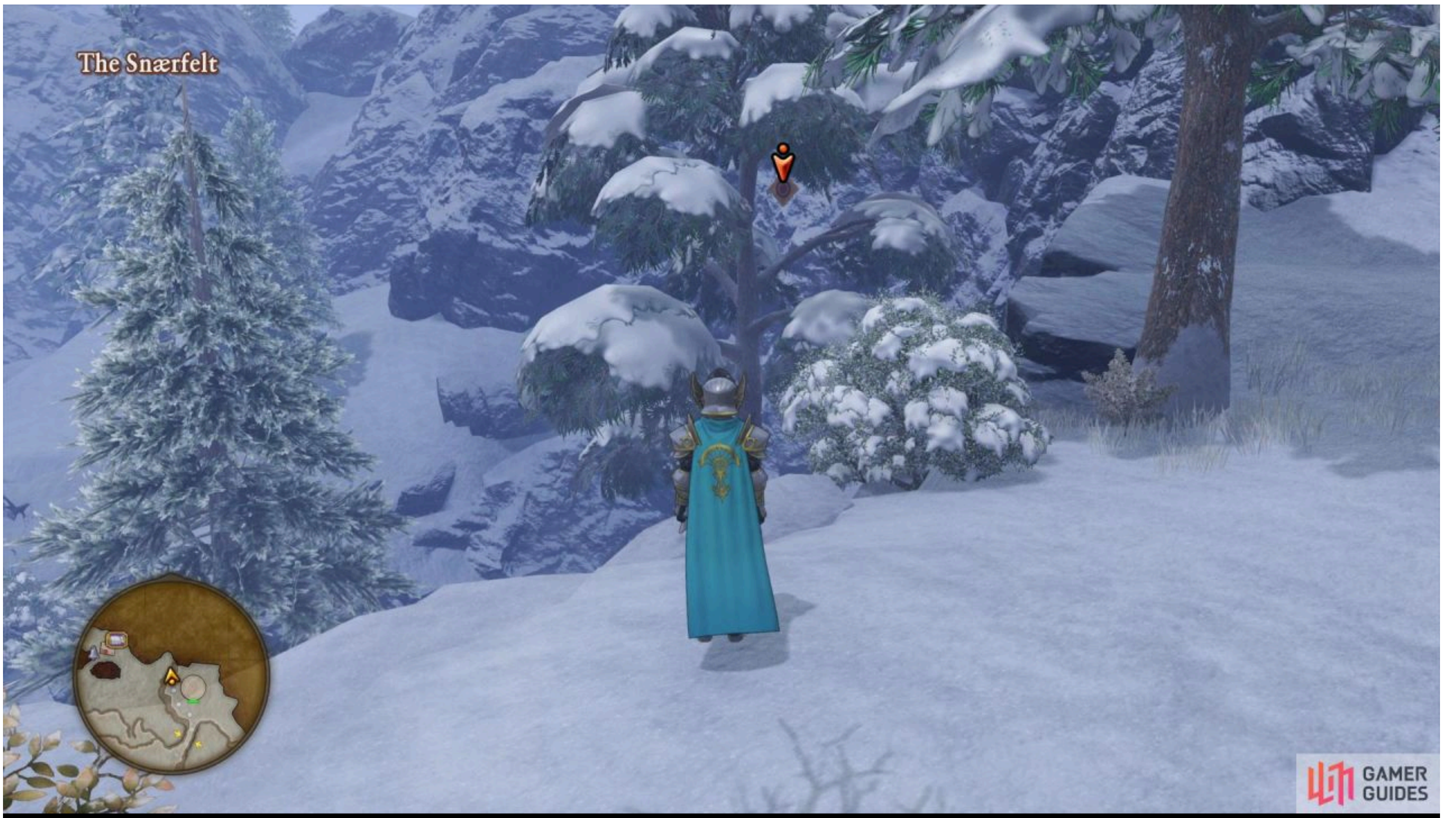
① #1


The Snærfelt
GAMER GUIDES

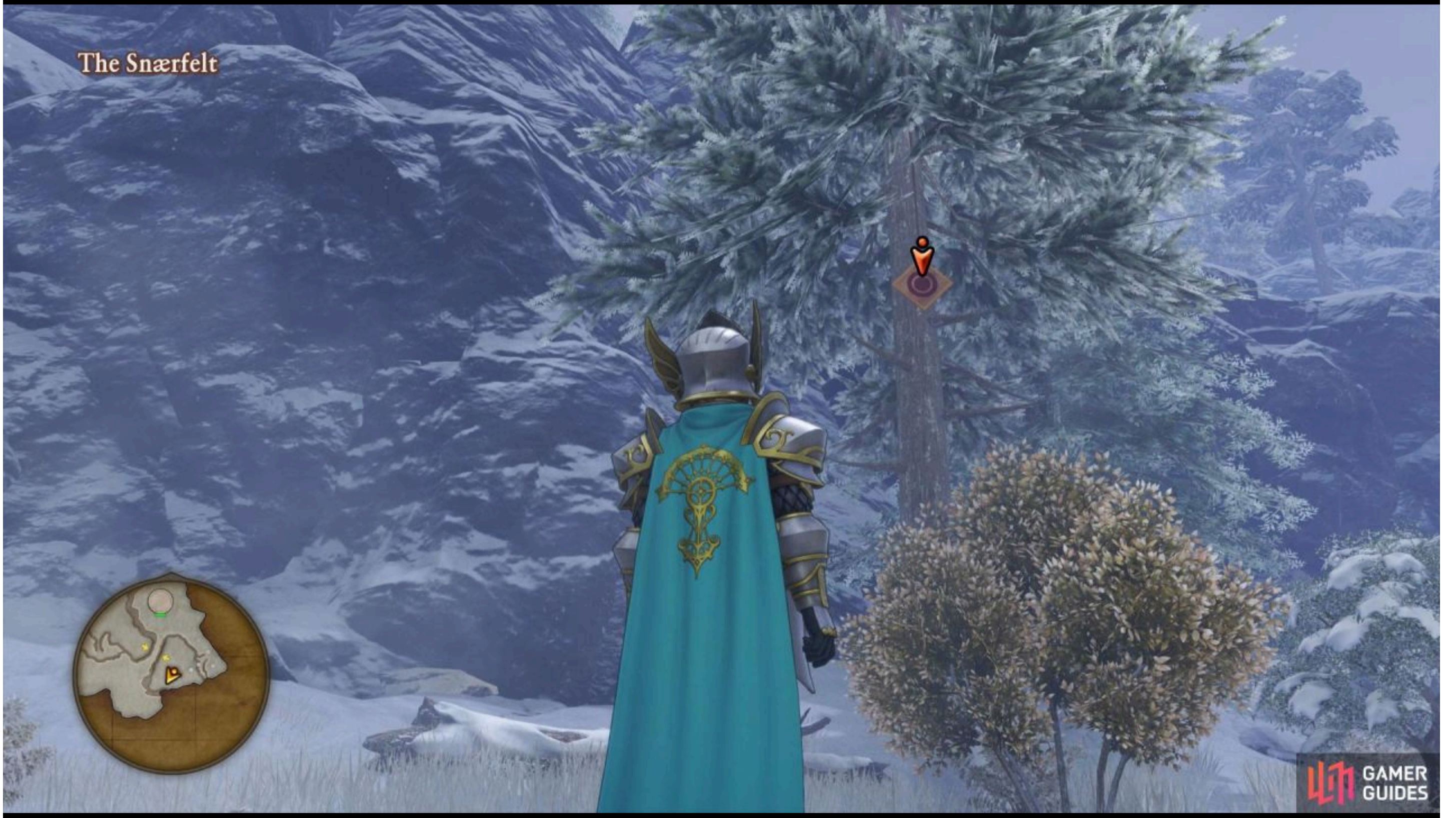
② #2


The Snærfelt
GAMER GUIDES

③ #3


The Snærfelt
GAMER GUIDES

4 #4


The Snærfelt
GAMER GUIDES

5 #5

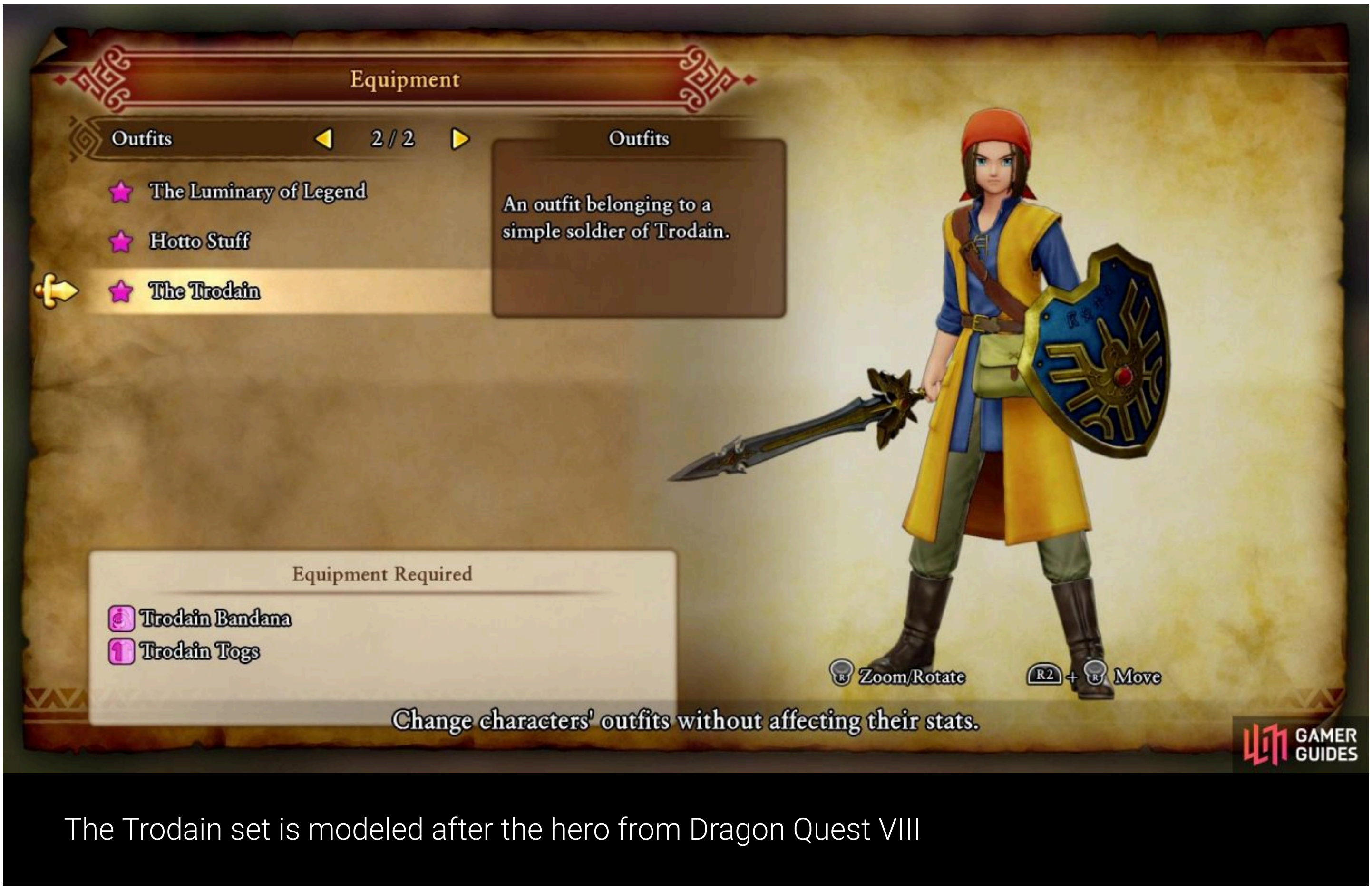
Extras » Costumes

Hero's Costumes

In Dragon Quest XI, some pieces of equipment will change the appearance of your characters, effectively counting as costumes for those characters. In the original version of the game, you will need to actually wear the piece(s) of equipment in order to change your appearance. In the Definitive Edition, though, there is a separate slot that allows you to change your characters' appearances without needing to don the equipment, although you will still need to have found the items.

The Trodain

This costume is a nod to the Hero of Dragon Quest VIII. In the original version of the game, you will automatically have this in your inventory at the beginning. However, in the Definitive Edition, you will need to Claim Special Rewards in order to get it. Go to Misc, then Settings, and you will see that option towards the bottom of the list. Note that in the Switch version, you will need to download the Champion's Pack first before claiming. The PS4/Xbox/PC versions of the Definitive Edition have the special rewards already built into the game, so you don't need to download anything extra.



An outfit belonging to a simple soldier of Trodain.

Change characters' outfits without affecting their stats.

The Trodain set is modeled after the hero from Dragon Quest VIII

Also, in the original version of the game, you get a recipe to upgrade the Trodain set to the Artisanal Trodain Bandana/Togs. In order to do this, you will need a Pep Pop and Kaleidocloth for each piece.

These are items you won't really be able to get until the final part of the game. To reiterate, the Artisanal stuff is not found in the Definitive Edition at all.

The Fugitive

You will automatically have this costume during the main story, but it gets removed at a certain point. Once you make it to Gallopolis, head inside the church there to find an item called the **Traveller's Hood**, which re-enables this costume to be worn again.

The Saviour of the Sands

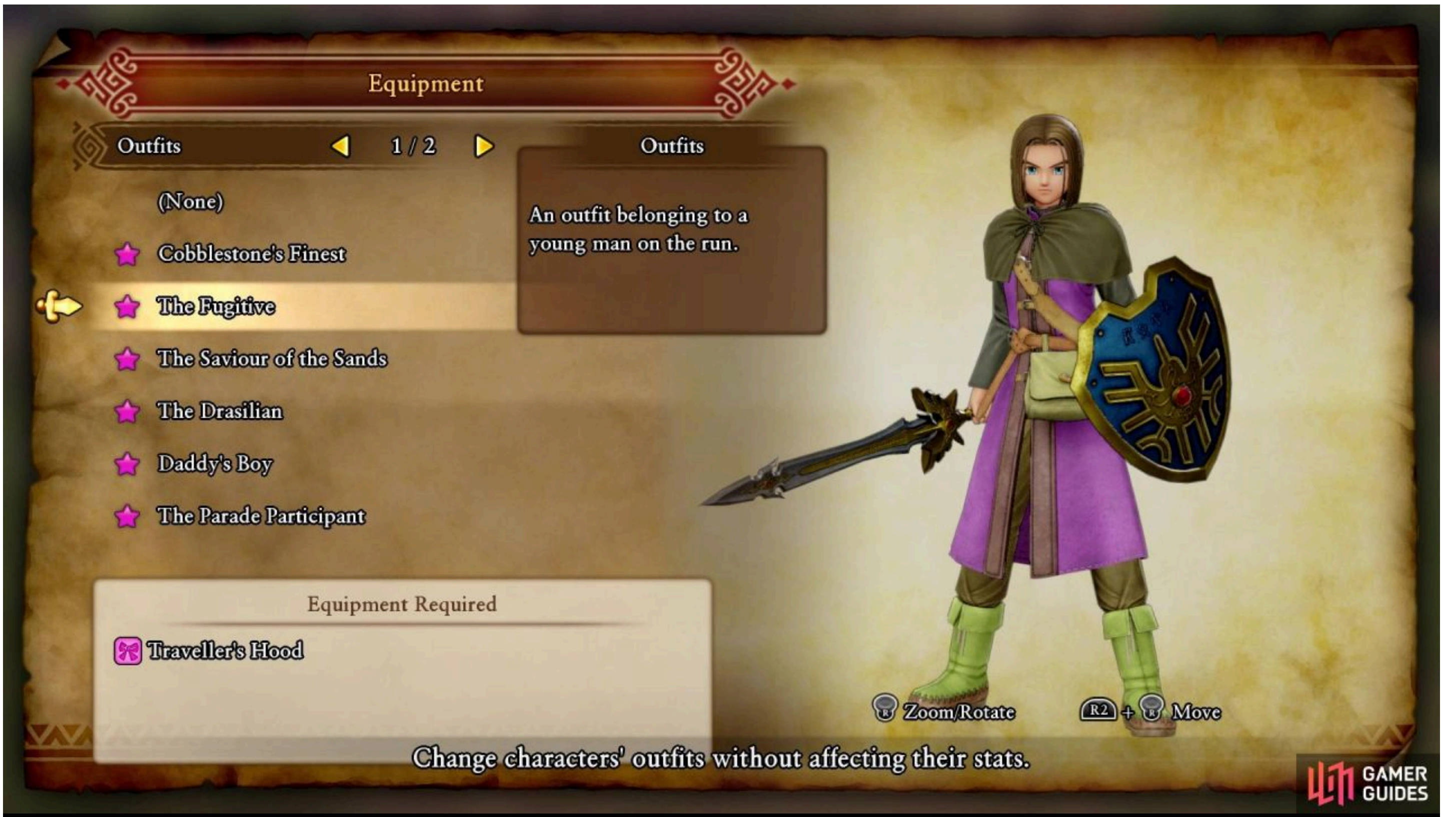
In order to gain this costume, you will need to obtain the Gallopolitan Garb piece of armor. Once you have access to the horse race in Gallopolis, compete in them until you have access to the Silver Cup. Do this race on Easy and finish in 1st place to get the **Gallopolitan Garb**.

The Drasilian

This costume requires two pieces of armor, the Drasilian Helm and the Drasilian Armour. Thankfully, both pieces are part of a recipe, the **Dress Like a Drasilian**, which is found in the **Ruins of Dundrasil** area. It's in a chest south of the one gravestone, past where you have to crawl underneath a fallen pillar. You will need Platinum Ore (x3), Gold Ore (x3), Glass Frit (x2), and a Celestial Skein in order to craft both pieces.

Note

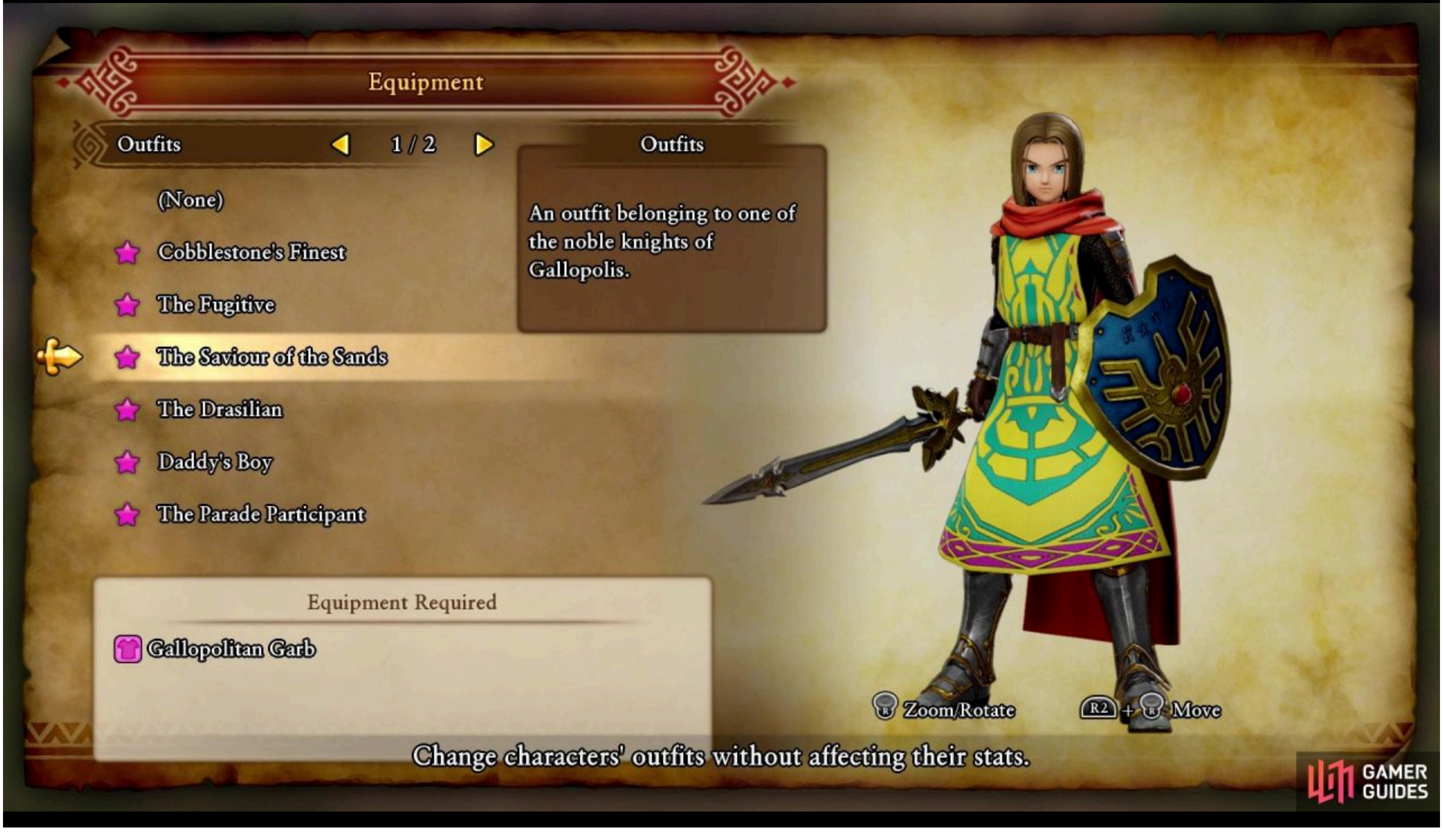
In the original version, the Drasilian costume is grey in color, with a blue cape. In the Definitive Edition, the armor is green and the cap is purple.


Equipment
Outfits
1 / 2
Outfits
(None)
Cobblestone's Finest
The Fugitive
The Saviour of the Sands
The Drasilian
Daddy's Boy
The Parade Participant
Equipment Required
Traveller's Hood
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a young man on the run.

Change characters' outfits without affecting their stats.

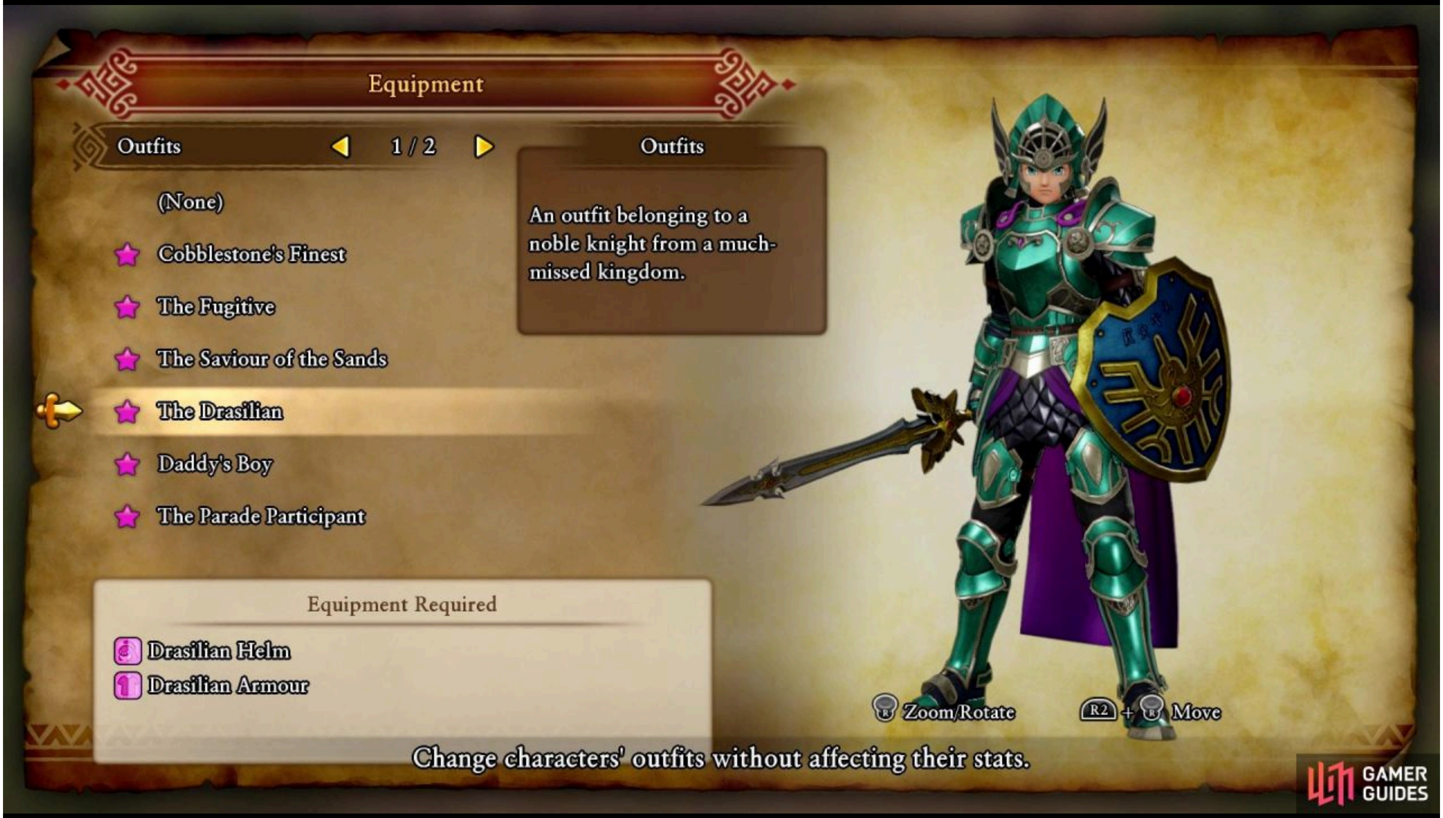
① The Fugitive costume for the Hero


Equipment
Outfits
1 / 2
Outfits
(None)
Cobblestone's Finest
The Fugitive
The Saviour of the Sands
The Drasilian
Daddy's Boy
The Parade Participant
Equipment Required
Gallopolitan Garb
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to one of the noble knights of Gallopolis.

Change characters' outfits without affecting their stats.

② The Saviour of the Sands costume for the Hero


Equipment
Outfits
1 / 2
Outfits
(None)
Cobblestone's Finest
The Fugitive
The Saviour of the Sands
The Drasilian
Daddy's Boy
The Parade Participant
Equipment Required
Drasilian Helm
Drasilian Armour
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a noble knight from a much-missed kingdom.

Change characters' outfits without affecting their stats.

③ The Drasilian costume for the Hero

The Parade Participant

As you go through the story in the middle part of the fame, you will come across an event in the **Champs Sauvage region**, where you meet up with one of your party members. It is during this event that you will unlock this costume.

Hotto Stuff

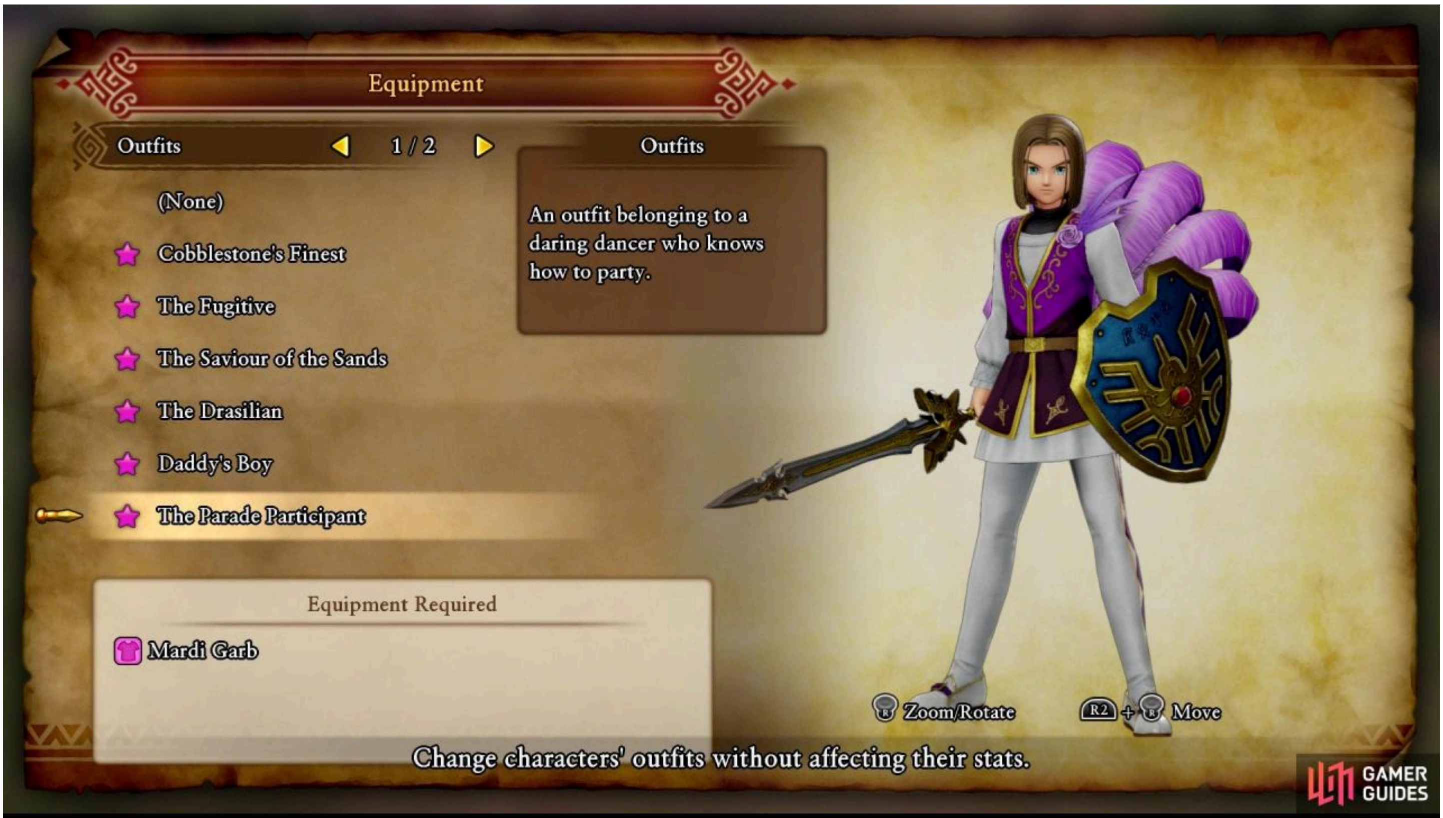
This costume is exclusive to the Definitive Edition and can be bought in Hotto after completing the story events there in the middle part of the game. Once you do, go to the armor shop and purchase the **Wolf Dragon Armour** for 15,000G.

Daddy’s Boy

During the final part of the game, you will do a story event at the Ruins of Dundrasil. Complete these events to have some chests spawn, where you can loot Irwin’s Helm and Irwin’s Armour, the two pieces needed for this costume. This costume looks the same as The Drasilian, except for in the Definitive Edition, where the former’s color was changed. The armor for Daddy’s Boy is silver, with a blue cape.

Cobblestone's Finest

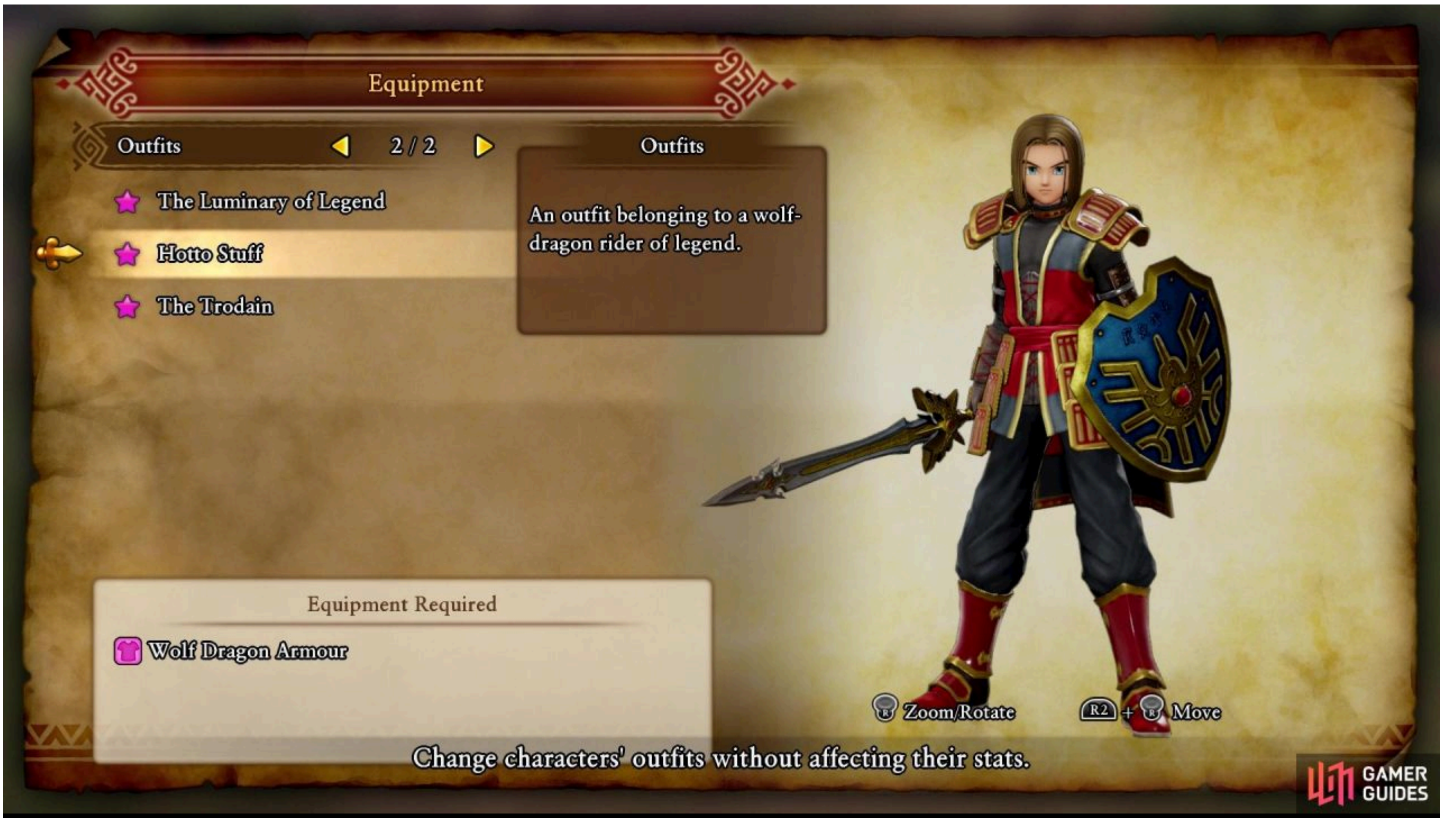
Whenever you are in the final part of the game head to Cobblestone to start a side story that involves doing some other side stories throughout the world. Once you complete all of the events, return to Cobblestone and speak with Gemma to complete the Cobblestone event. Head back to your home and search the wardrobe on the ground floor to find the **Cobblestone Clobber** piece of equipment, which is all that's needed for the costume.


Equipment
Outfits
1 / 2
Outfits
(None)
Cobblestone's Finest
The Fugitive
The Saviour of the Sands
The Drasilian
Daddy's Boy
The Parade Participant
Equipment Required
Mardi Garb
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a daring dancer who knows how to party.

Change characters' outfits without affecting their stats.

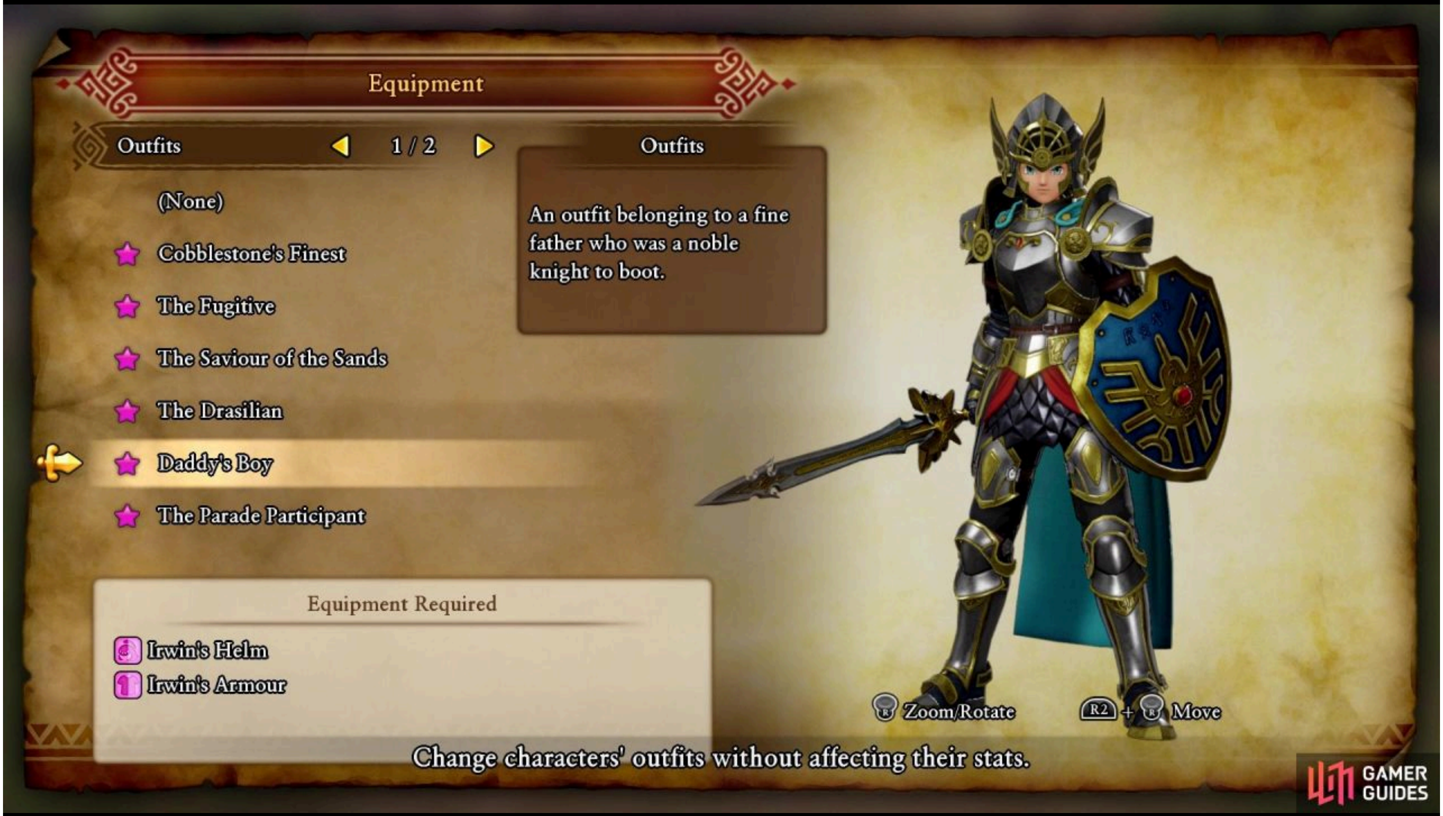
① The Parade Participant costume for the Hero


Equipment
Outfits
2 / 2
Outfits
The Luminary of Legend
Hotto Stuff
The Trodain
Equipment Required
Wolf Dragon Armour
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a wolf-dragon rider of legend.

Change characters' outfits without affecting their stats.

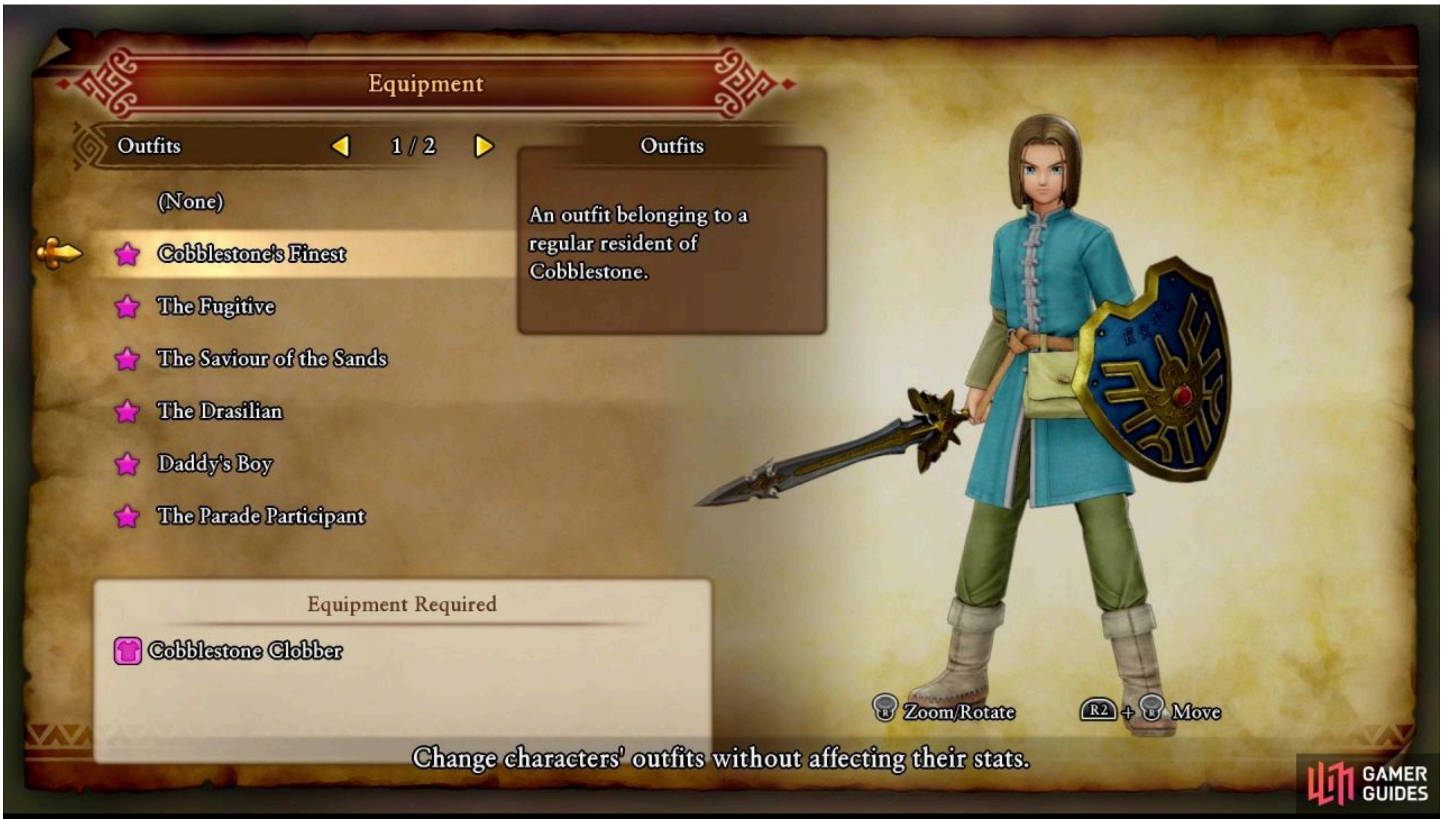
② The Hotto Stuff costume for the Hero


Equipment
Outfits
1 / 2
Outfits
(None)
Cobblestone's Finest
The Fugitive
The Saviour of the Sands
The Drasilian
Daddy's Boy
The Parade Participant
Equipment Required
Irwin's Helm
Irwin's Armour
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a fine father who was a noble knight to boot.

Change characters' outfits without affecting their stats.

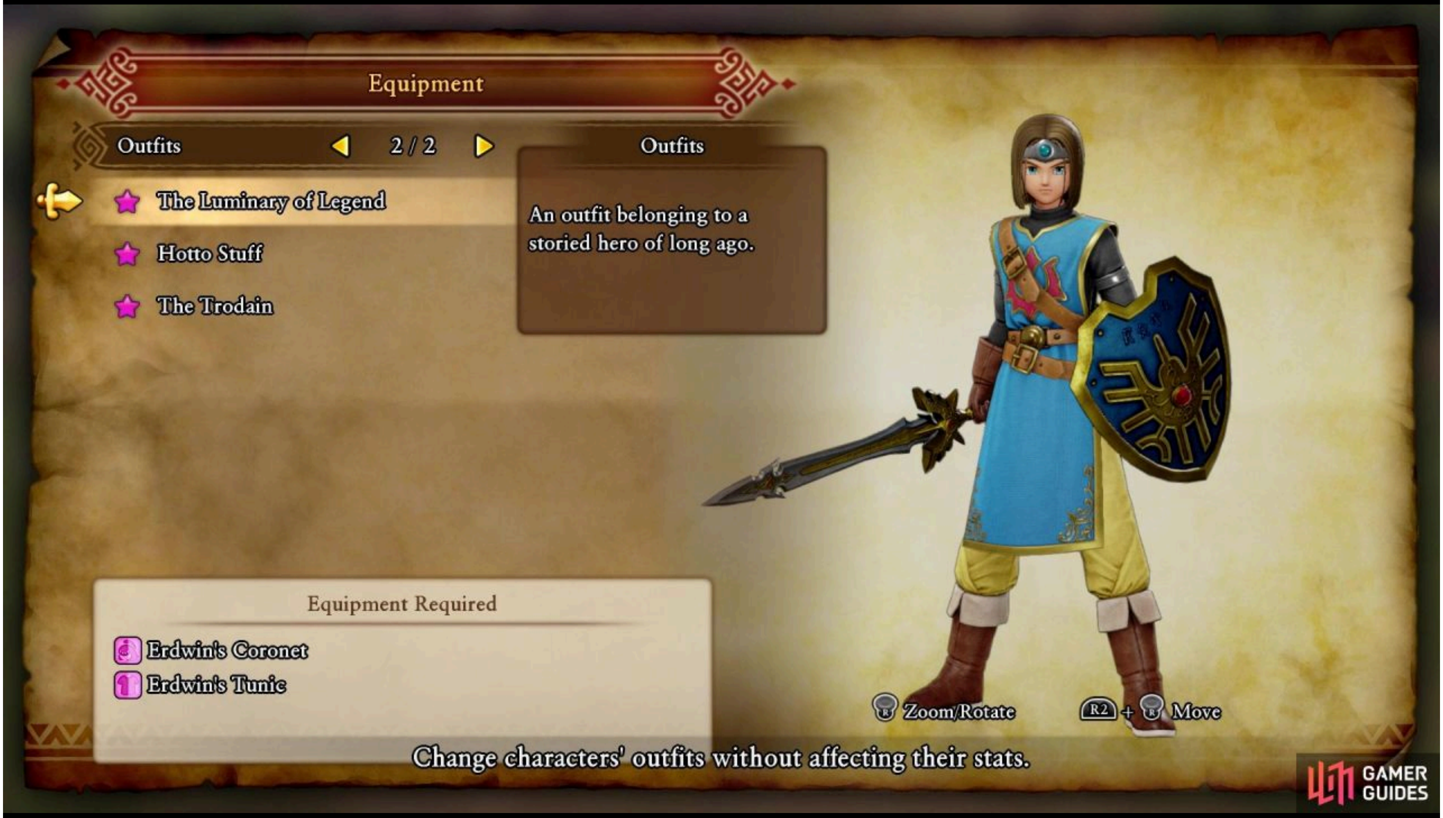
③ The Daddy's Boy costume for the Hero


Equipment
Outfits
1 / 2
Outfits
(None)
Cobblestone's Finest
The Fugitive
The Saviour of the Sands
The Drasilian
Daddy's Boy
The Parade Participant
Equipment Required
Cobblestone Clobber
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a regular resident of Cobblestone.

Change characters' outfits without affecting their stats.

④ The Cobblestone's Finest costume for the Hero


Equipment
Outfits
2 / 2
Outfits
The Luminary of Legend
Hotto Stuff
The Trodain
Equipment Required
Erdwin's Coronet
Erdwin's Tunic
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a storied hero of long ago.

Change characters' outfits without affecting their stats.

⑤ The Luminary of Legend costume for the Hero

The Luminary of Legend

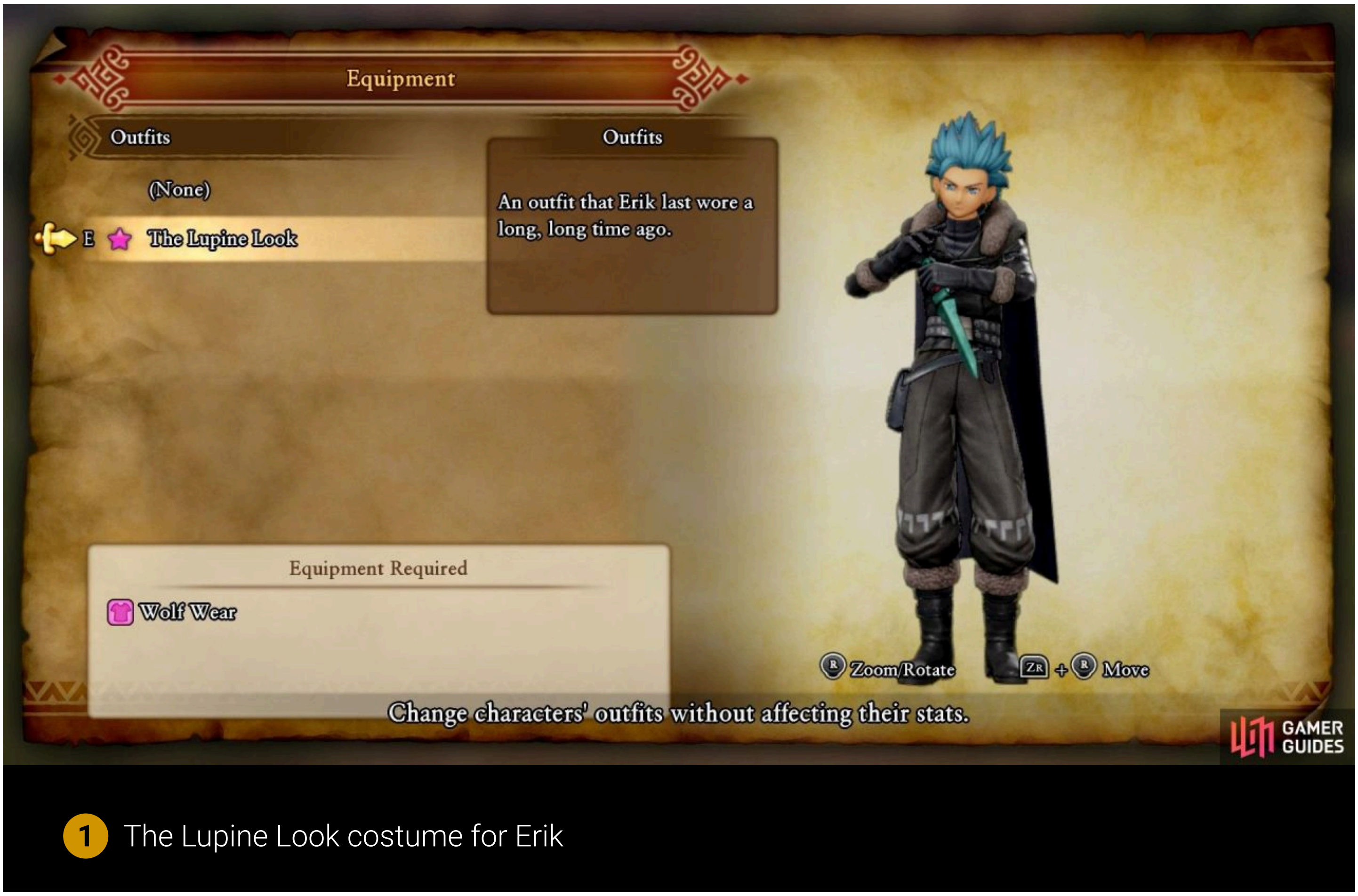
In order to unlock this costume, you will need to find two pieces of equipment, both of which are found in separate chests in the **Citadel of Spite** in the Luminary’s Trial. **Erdwin’s Coronet** is found on Level 3, while **Erdwin’s Tunic** is found on Level 1.

Erik's Costumes

Below is a list of all the costumes for Erik in Dragon Quest XI S. The thing with a lot of costumes for Erik is that they have variants for each one. Most of the costumes have one with a headgear on, and a variant with it off.

The Lupine Look

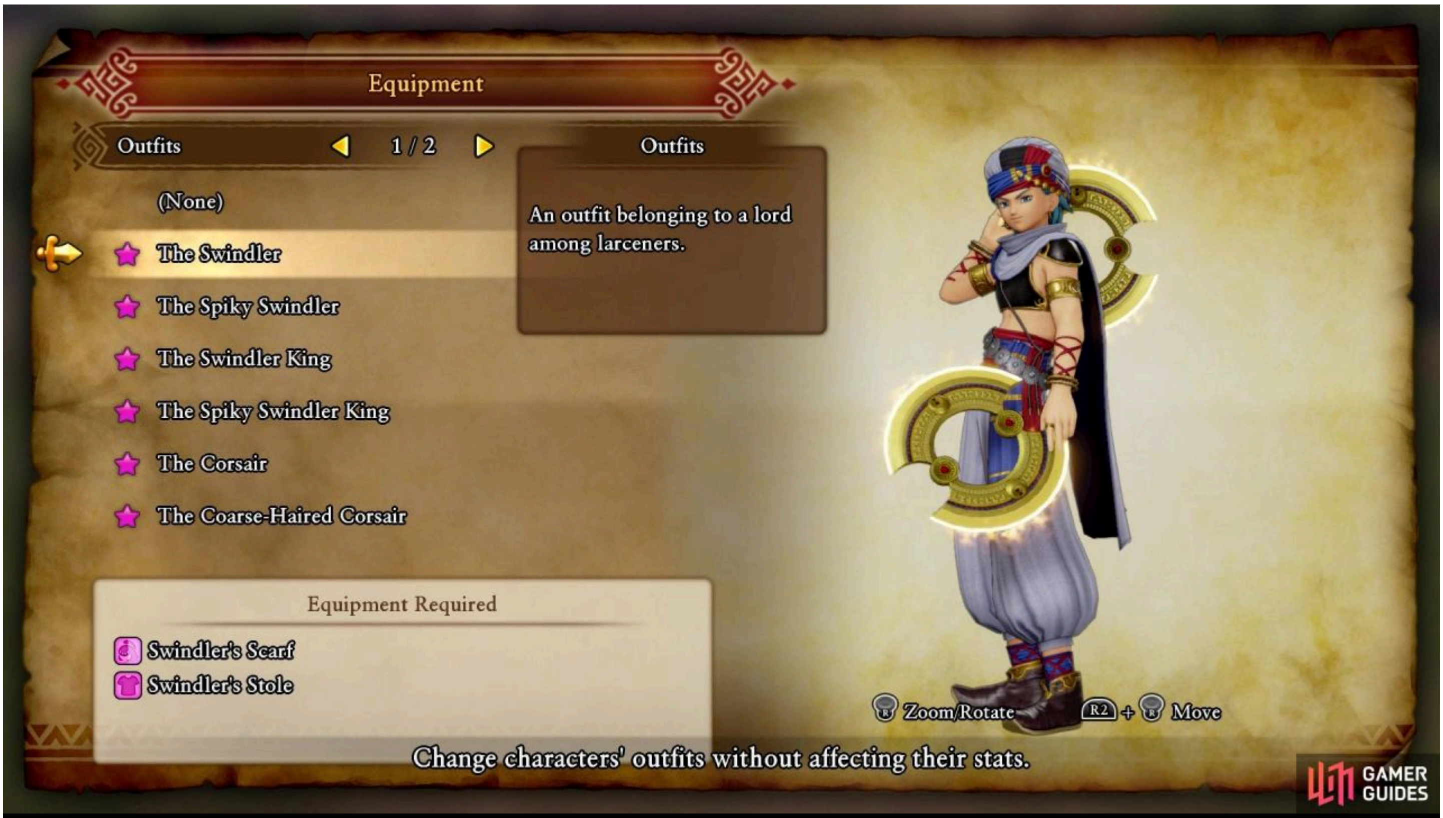
This costume is exclusive to the Switch version of the game and requires downloading the free Champion’s Pack DLC from the eShop. Once you do that, you can redeem the items from the in-game menu to make it available to Erik to wear.


Equipment
Outfits
(None)
E
The Lupine Look
Outfits
Equipment Required
Wolf Wear
Zoom/Rotate
ZR + Move
GAMER GUIDES

An outfit that Erik last wore a long, long time ago.

Change characters' outfits without affecting their stats.

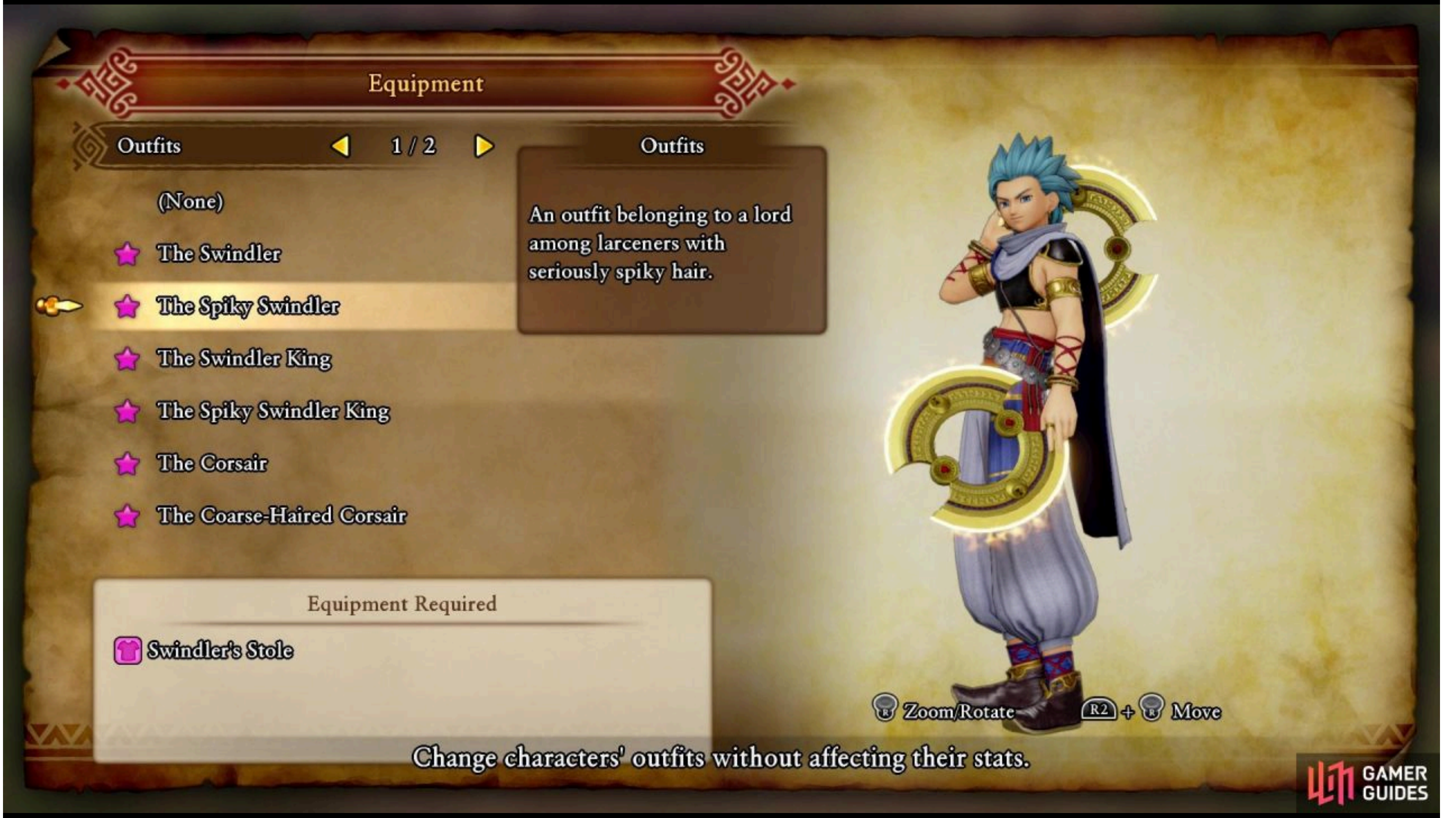
① The Lupine Look costume for Erik


Equipment
Outfits
1 / 2
Outfits
(None)
The Swindler
The Spiky Swindler
The Swindler King
The Spiky Swindler King
The Corsair
The Coarse-Haired Corsair
Equipment Required
Swindler's Scarf
Swindler's Stole
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a lord among larceners.

Change characters' outfits without affecting their stats.

② The Swindler costume for Erik


Equipment
Outfits
1 / 2
Outfits
(None)
The Swindler
The Spiky Swindler
The Swindler King
The Spiky Swindler King
The Corsair
The Coarse-Haired Corsair
Equipment Required
Swindler's Stole
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a lord among larceners with seriously spiky hair.

Change characters' outfits without affecting their stats.

③ The Spiky Swindler costume for Erik

The Swindler/The Spiky Swindler

To gain this costume, you first have to find the recipe for it, which is gotten by completing **Quest 15 -**

Shiver Me Timbers!. To forge both pieces, you will need Faerie Fluff (x4), a Cottontop, a Blue Eye, and Maiden's Favour (x2).

The Corsair/The Coarse-Haired Corsair

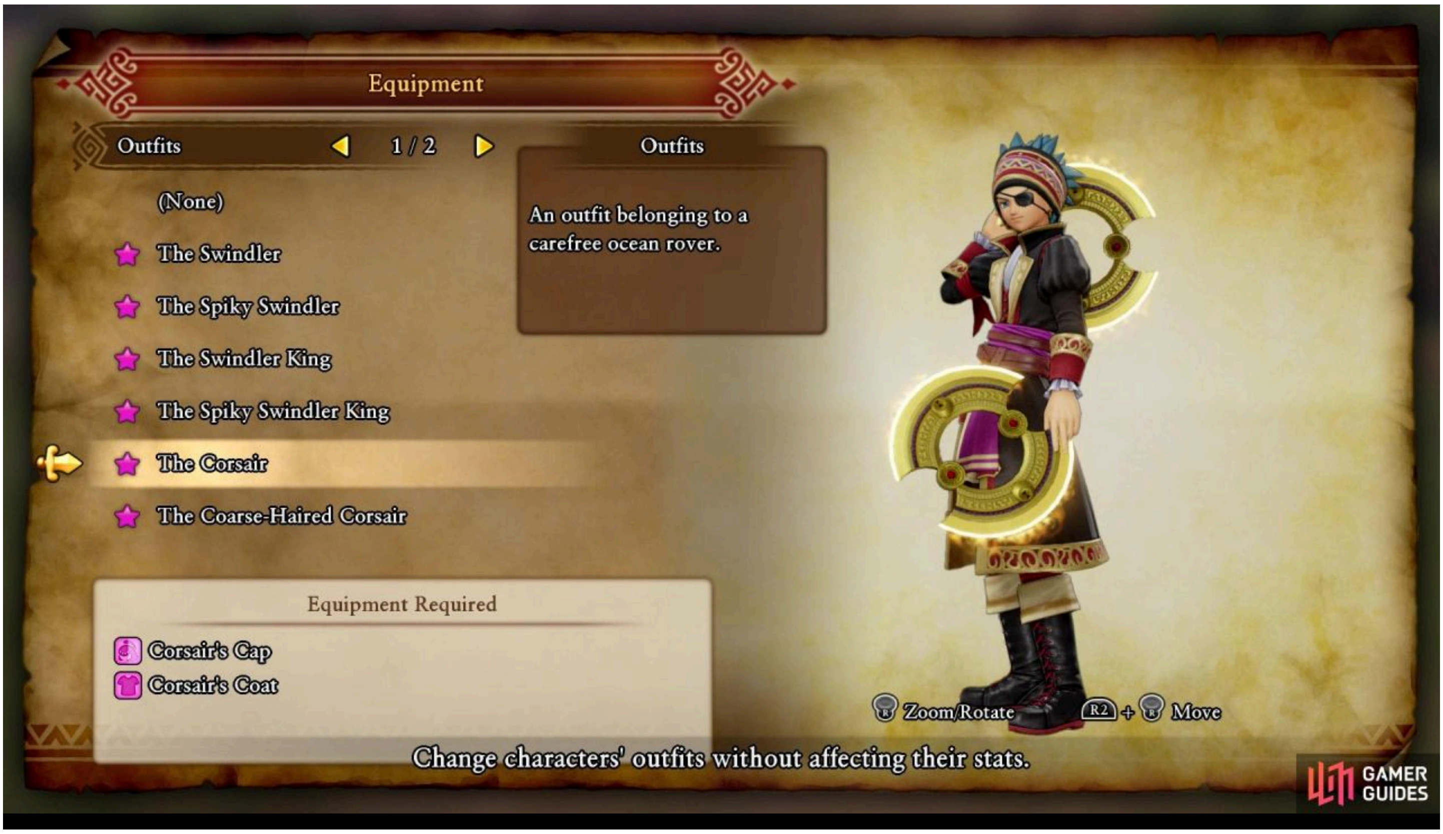
In order to get this costume, you will have to find two separate pieces of equipment. The **Corsair's Cap** can drop from Gyldenbritches, but you will always get one from the boss fight in Gyldenhall in the middle part of the game. For the **Corsair's Coat**, you will have to defeat Alizarin in the middle part of the game, then you will be able to purchase it from the shop in Nautica (requires you to be a fish).

The Stone-Cold Killer

This costume is exclusive to the Definitive Edition. In the final part of the game, you can visit Insula Centralis and find some flying mounts there. Once you get a mount, flying to the northwest island and you should find a chest with the **Assassin's Attire**, the only armor needed for this costume.

The Swindler King/The Spiky Swindler King

Once you reach the final part of the game and obtain the Ultimate Key, go to the Heliodor Sewers to find some locked doors. Behind one of them will be a chest with the recipe, **King of the Swindlers**, allowing you to craft both pieces needed for this costume. To forge both pieces, you will need Technicolour Dreamcloth (x5), Gold Nuglet, Mythril Ore (x2), Royal Ruby (x2), Savvy Sapphire (x2), and Slipweed (x4).

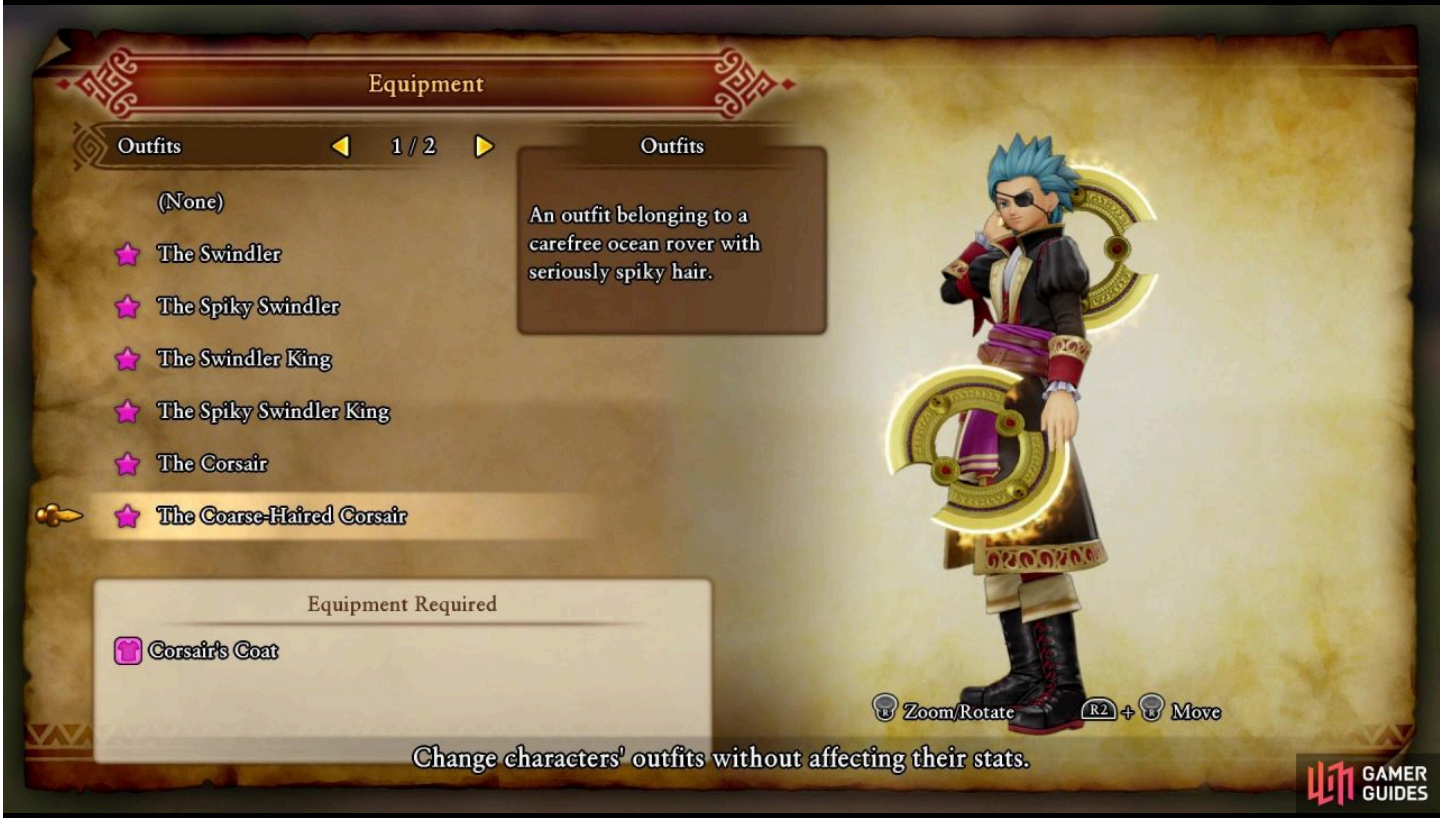


Equipment
Outfits
1 / 2
Outfits
(None)
The Swindler
The Spiky Swindler
The Swindler King
The Spiky Swindler King
The Corsair
The Coarse-Haired Corsair
Equipment Required
Corsair's Cap
Corsair's Coat
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a carefree ocean rover.

Change characters' outfits without affecting their stats.

① The Corsair costume for Erik

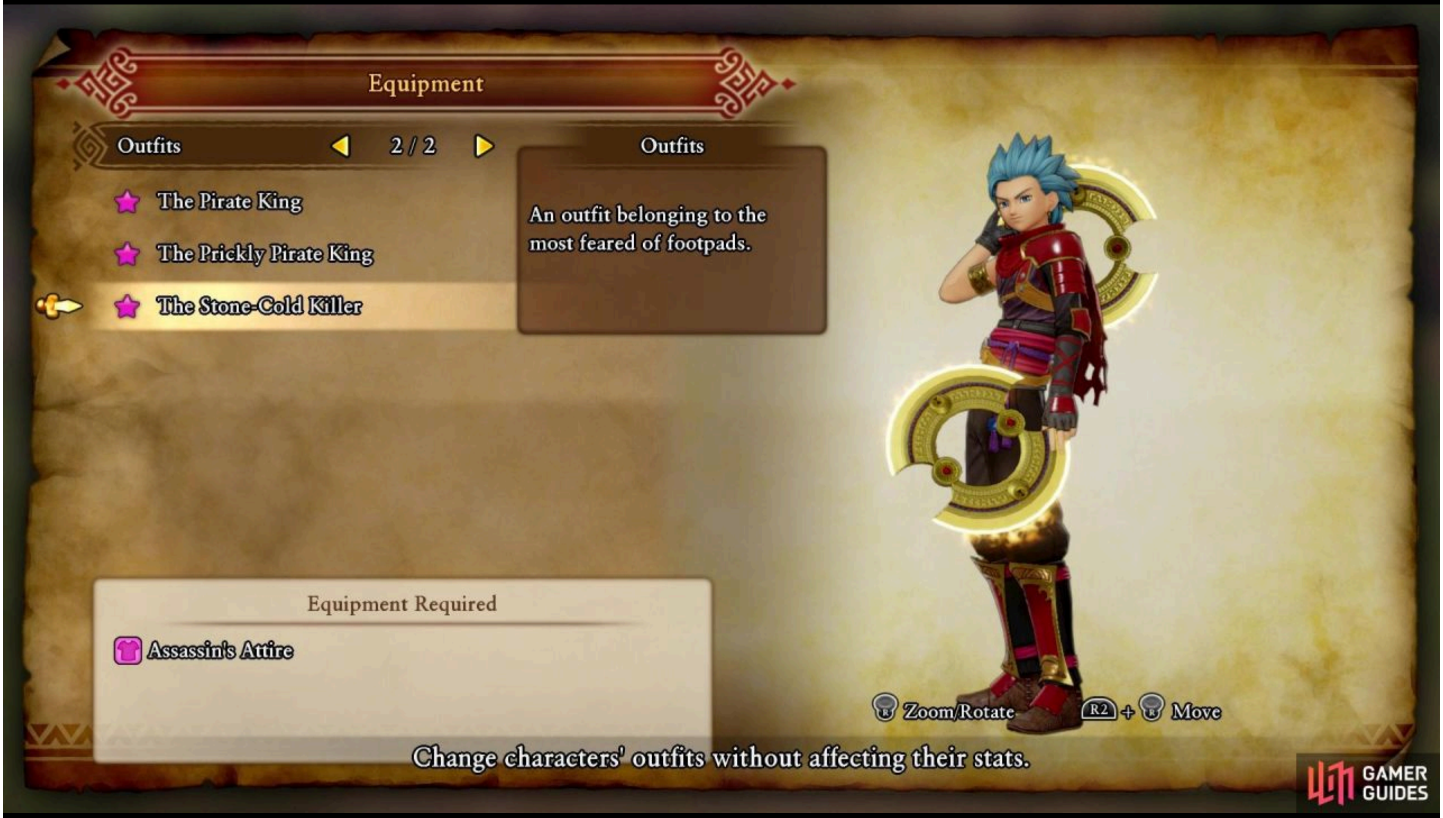

Equipment
Outfits
1 / 2
(None)
The Swindler
The Spiky Swindler
The Swindler King
The Spiky Swindler King
The Corsair
The Coarse-Haired Corsair
Equipment Required
Corsair's Coat
Zoom/Rotate
R2 + Move
GAMER GUIDES

Outfits

An outfit belonging to a carefree ocean rover with seriously spiky hair.

Change characters' outfits without affecting their stats.

② The Coarse-Haired Corsair costume for Erik

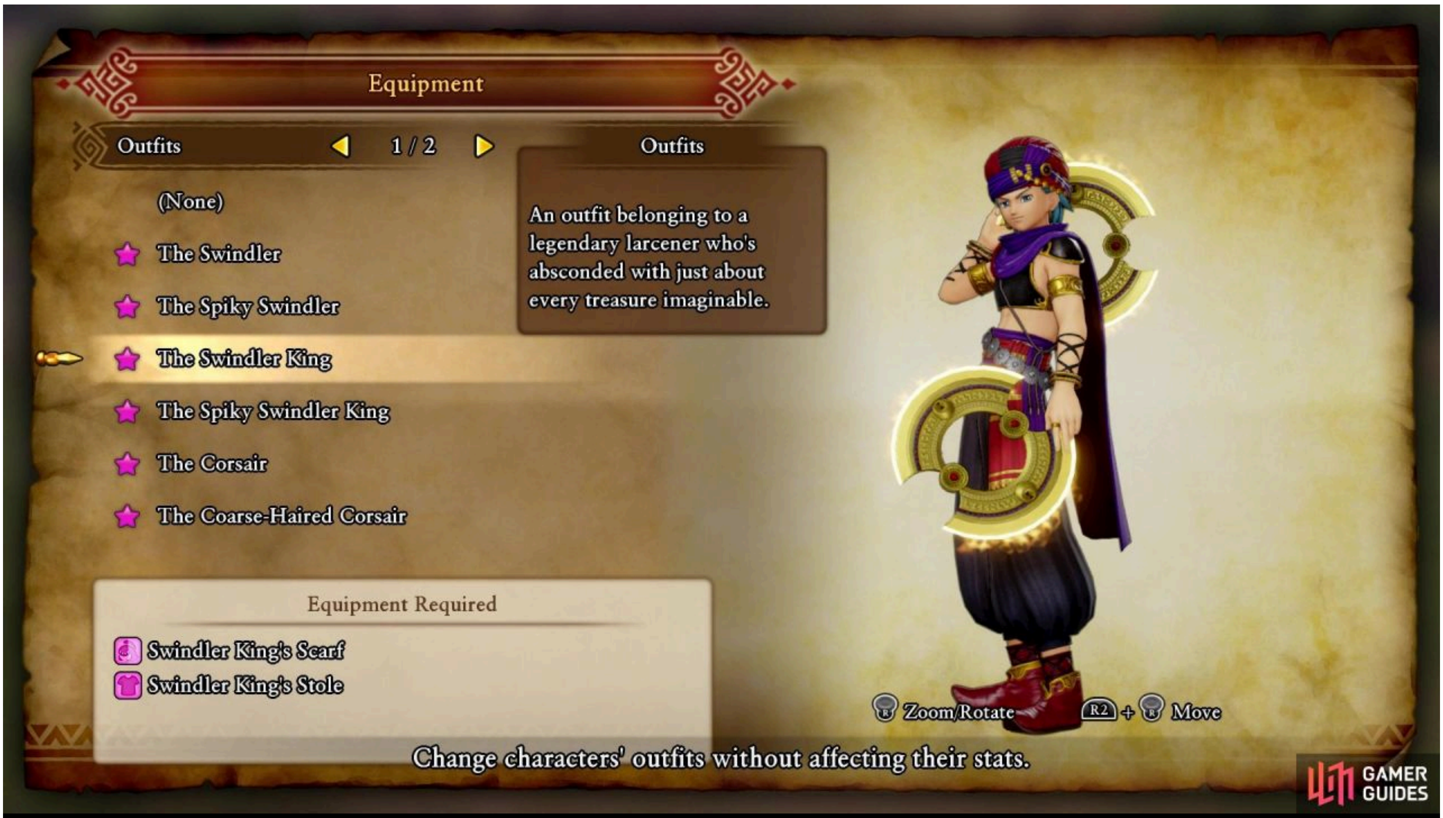

Equipment
Outfits
2 / 2
The Pirate King
The Prickly Pirate King
The Stone-Cold Killer
Equipment Required
Assassin's Attire
Zoom/Rotate
R2 + Move
GAMER GUIDES

Outfits

An outfit belonging to the most feared of footpads.

Change characters' outfits without affecting their stats.

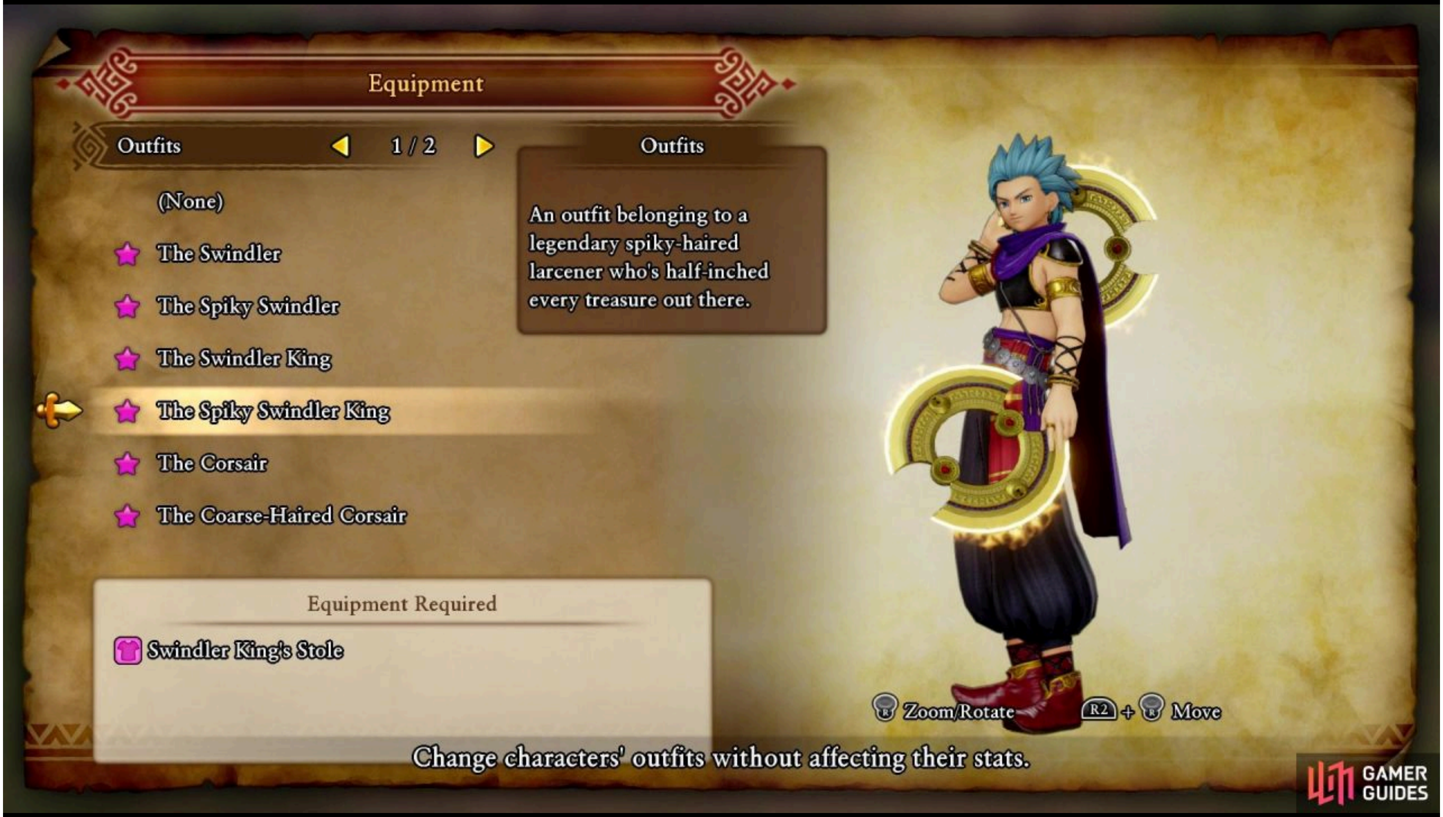
③ The Stone Cold Killer costume for Erik


Equipment
Outfits
1 / 2
Outfits
(None)
The Swindler
The Spiky Swindler
The Swindler King
The Spiky Swindler King
The Corsair
The Coarse-Haired Corsair
Equipment Required
Swindler King's Scarf
Swindler King's Stole
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a legendary larcener who's absconded with just about every treasure imaginable.

Change characters' outfits without affecting their stats.

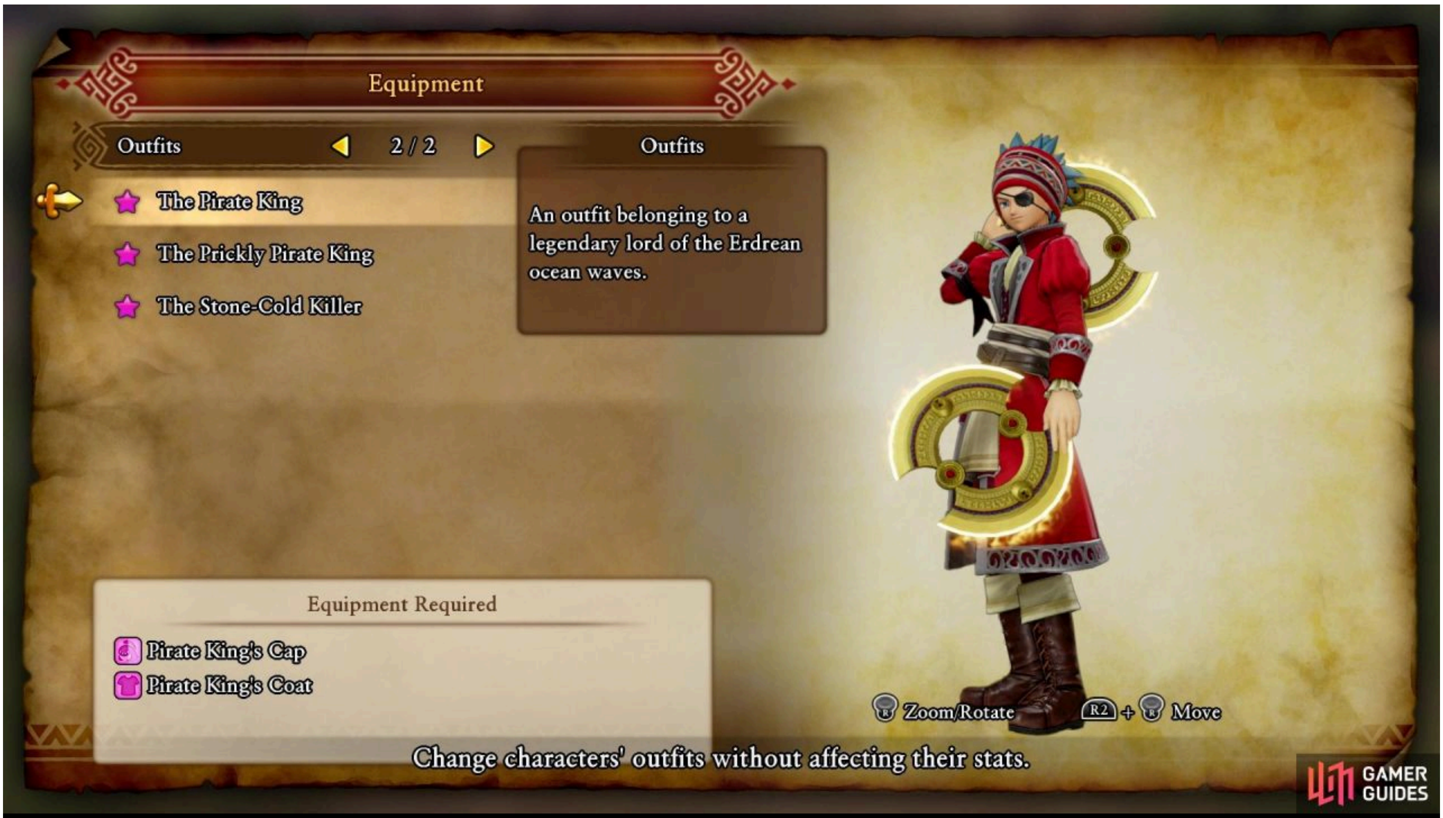
4 The Swindler King costume for Erik


Equipment
Outfits
1 / 2
Outfits
(None)
The Swindler
The Spiky Swindler
The Swindler King
The Spiky Swindler King
The Corsair
The Coarse-Haired Corsair
Equipment Required
Swindler King's Stole
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a legendary spiky-haired larcener who's half-inched every treasure out there.

Change characters' outfits without affecting their stats.

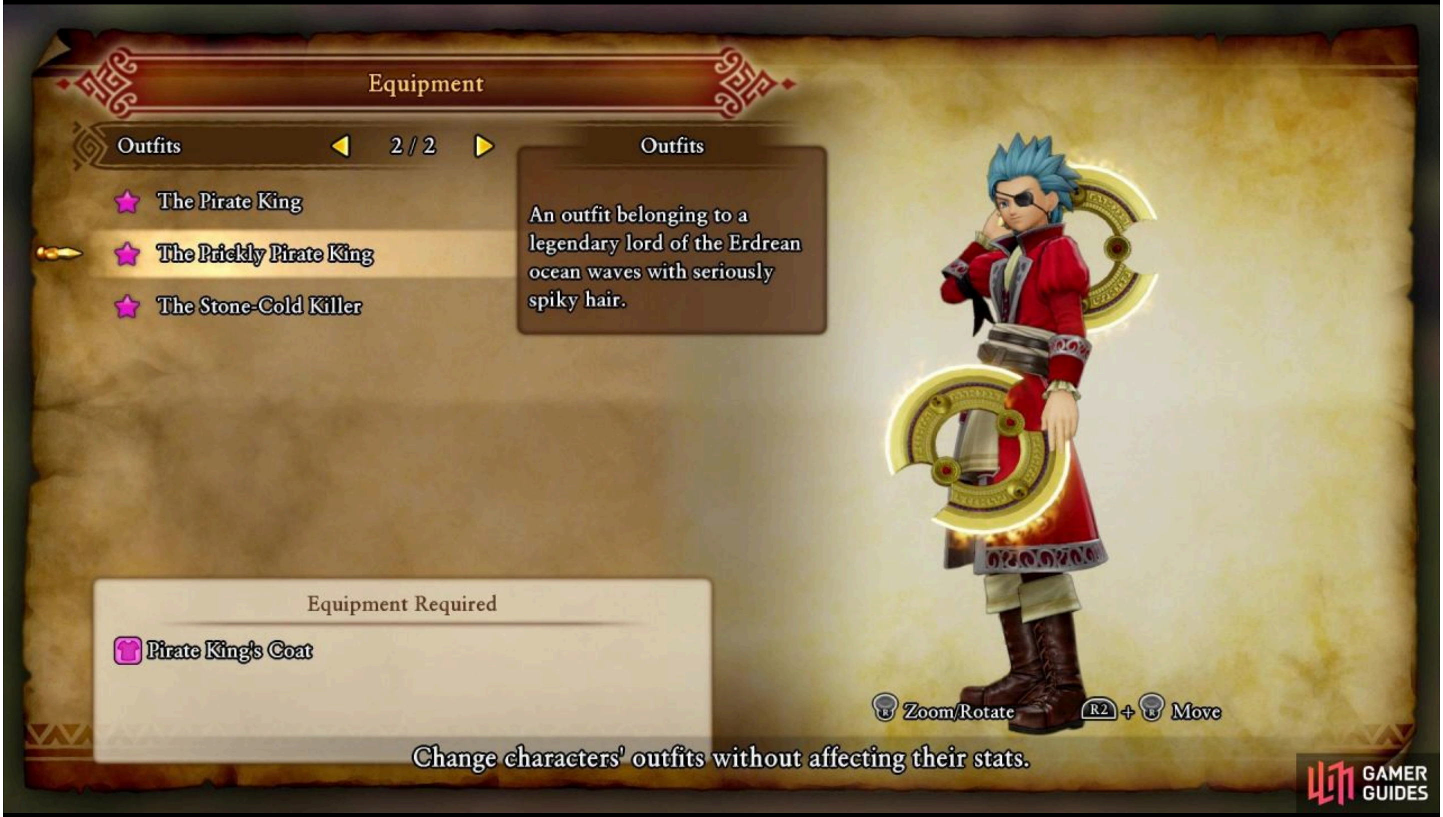
5 The Spiky Swindler King costume for Erik


Equipment
Outfits
2 / 2
Outfits
The Pirate King
The Prickly Pirate King
The Stone-Cold Killer
Equipment Required
Pirate King's Cap
Pirate King's Coat
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a legendary lord of the Erdrean ocean waves.

Change characters' outfits without affecting their stats.

6 The Pirate King costume for Erik


Equipment
Outfits
2 / 2
Outfits
The Pirate King
The Prickly Pirate King
The Stone-Cold Killer
Equipment Required
Pirate King's Coat
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a legendary lord of the Erdrean ocean waves with seriously spiky hair.

Change characters' outfits without affecting their stats.

7 The Prickly Pirate King costume for Erik

The Pirate King/The Prickly Pirate King

This set is split into two items that are gotten separately. The first item, the **Pirate King's Cap** is gotten as a reward for completing the event in **Lonalulu** in the final part of the game.

For the other piece, the **Pirate King's Coat**, there is a side story in Cobblestone to help out Gemma there. This involves hunting down specific NPCs to send back there. These NPCs are usually behind other events you have to complete. They are as follows:

- Derk on Cobblestone Tor
- Noah in Gondolia
- Underdigger/Abominable Showman in Octagonia
- Jormun in the Hekswood

Once you recruit all of the NPCs above, return to Cobblestone and you can find the Coat in the item shop.

Extras » Costumes

Serena's Costumes

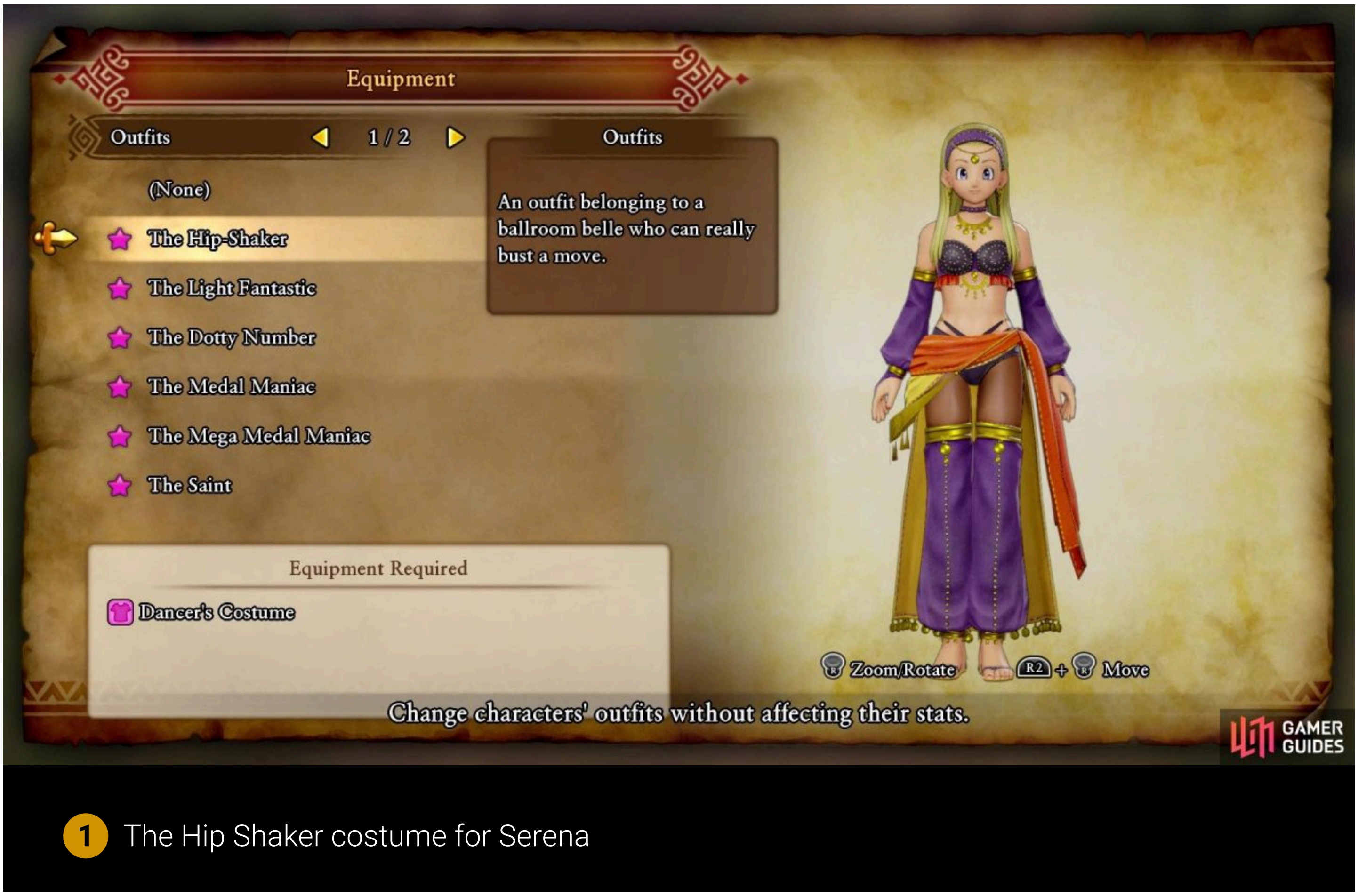
Below is a list of all the costumes for Serena in Dragon Quest XI S.

The Hip Shaker

The first costume for Serena will be pretty easy to acquire, as you can simply purchase it in Gallopolis, upon first visiting the town.

The Dotty Number

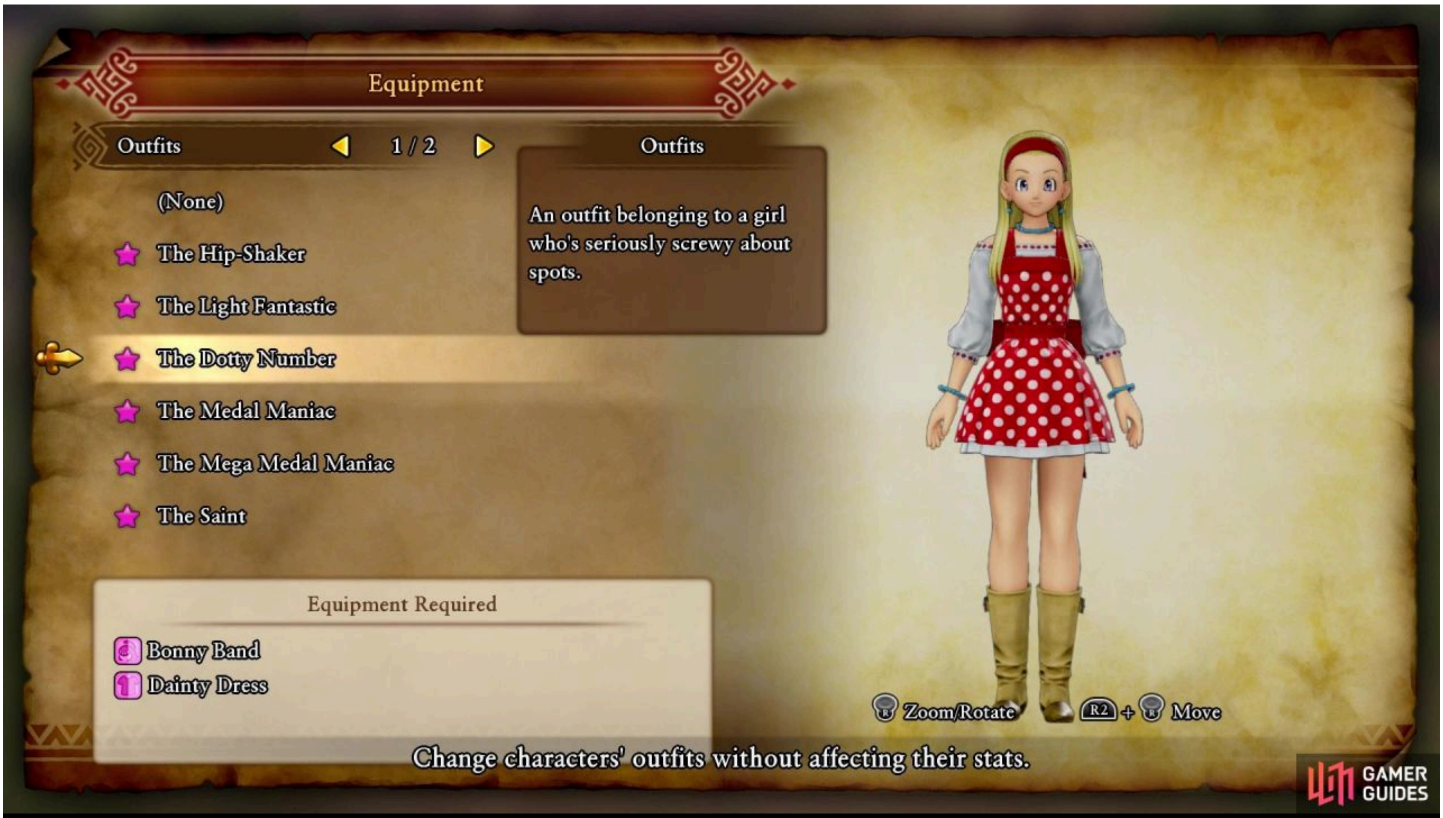
This costume will require you to get a recipe **(All Good Things)**, which is gotten by talking to a man in red near the entrance in Puerto Valor (can be done on your first visit). You simply need to speak with the NPC, as you don’t have to do anything else. You will need Faerie Fluff (x2), Buzzberries, Waveweed (x2), and a Crimson Coral to forge both pieces.


Equipment
Outfits
1 / 2
Outfits
(None)
The Hip-Shaker
The Light Fantastic
The Dotty Number
The Medal Maniac
The Mega Medal Maniac
The Saint
Equipment Required
Dancer's Costume
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a ballroom belle who can really bust a move.

Change characters' outfits without affecting their stats.

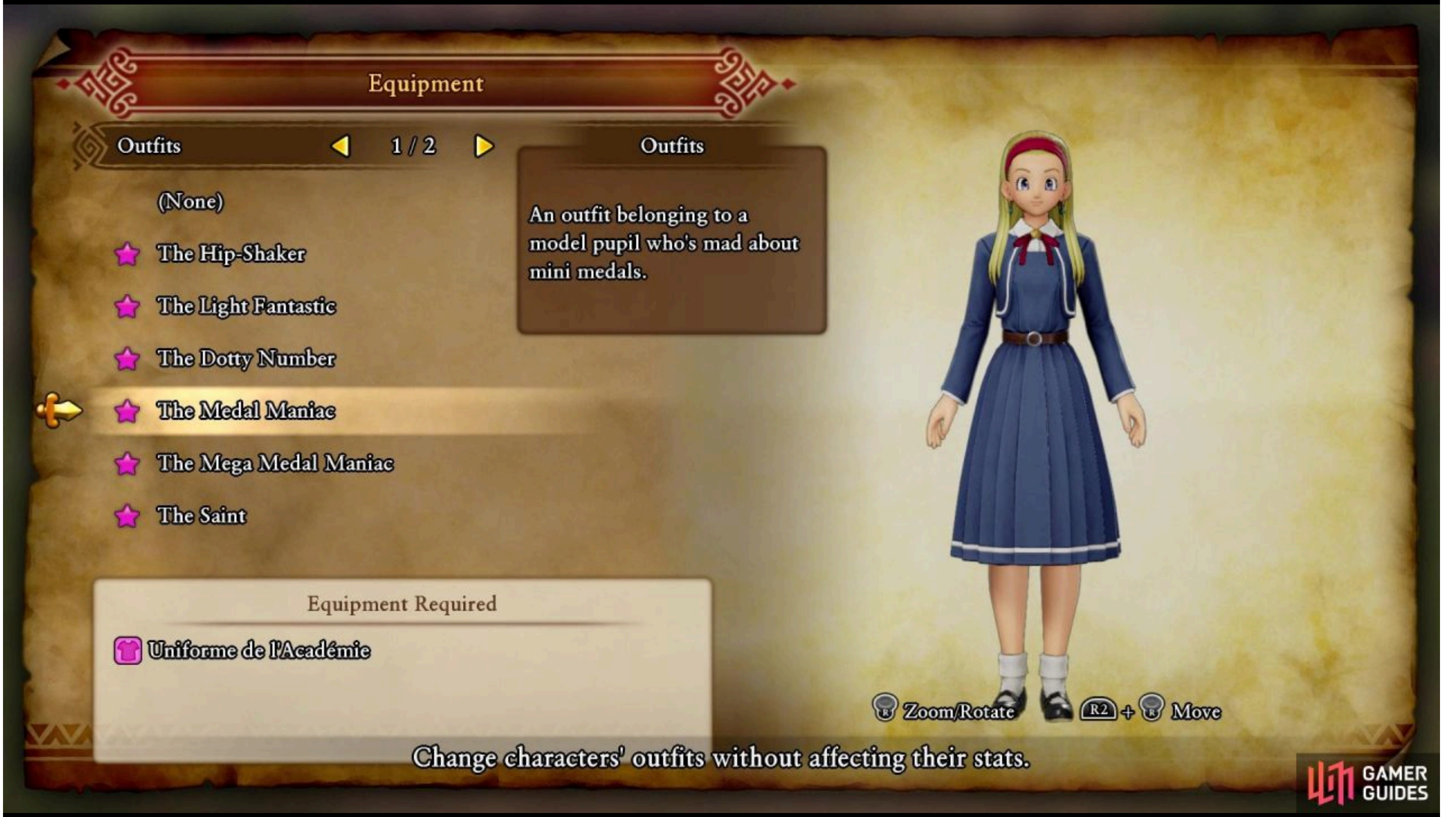
1 The Hip Shaker costume for Serena


Equipment
Outfits
1 / 2
Outfits
(None)
The Hip-Shaker
The Light Fantastic
The Dotty Number
The Medal Maniac
The Mega Medal Maniac
The Saint
Equipment Required
Bonny Band
Dainty Dress
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a girl who's seriously screwy about spots.

Change characters' outfits without affecting their stats.

② The Dotty Number costume for Serena


Equipment
Outfits
1 / 2
Outfits
(None)
The Hip-Shaker
The Light Fantastic
The Dotty Number
The Medal Maniac
The Mega Medal Maniac
The Saint
Equipment Required
Uniforme de l'Académie
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a model pupil who's mad about mini medals.

Change characters' outfits without affecting their stats.

③ The Medal Maniac costume for Serena

The Medal Maniac

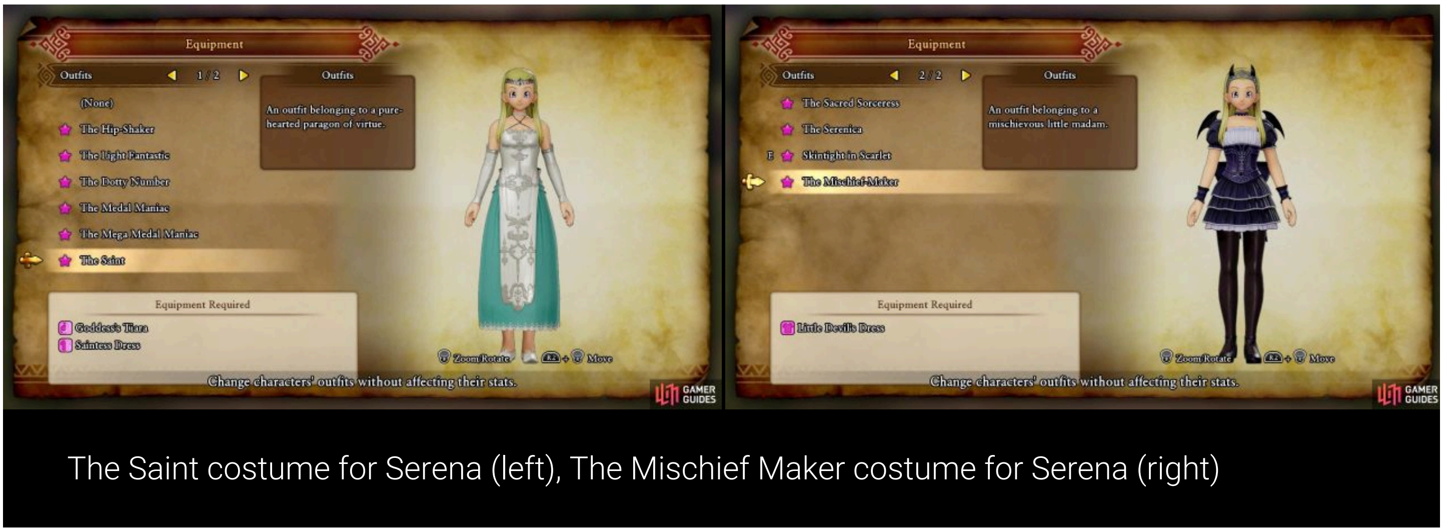
The **Uniforme de l'Academie** is a piece of armor that can be equipped to any of the female party members. There are three of these in the game, although in the Definitive Edition, you only need one in order to access the costume on all three characters. In the original version of the game, you will need to equip them on each character to trigger the costume. You get one for turning in 25 Mini Medals, another is behind the Magic Key door in the Mini Medal Academy, and the third is a reward for completing **Quest 20 - The Agony and the Ecstasy**.

The Saint

This is another costume that requires getting a recipe first, called **Sacred Styles for Saintly Ladies**. The recipe is found in a chest on B9 of The Battleground. In order to forge both items needed for the costume, you will require a Molten Globules, Savvy Sapphire (x2), Brighten Rock (x2), Sparkly Sap, Colourful Cocoon (x2), Pale Pearl (x3), Mirrorstone (x2), and a Sainted Soma.

The Mischief-Maker

This costume is exclusive to the Definitive Edition version of the game. Once you get to the final part of the game, you will go to Havens Above and loot the Ultimate Key from a chest. There will be two other chests in the same area and one of them will contain the **Little Devil's Dress** piece of armor, for this costume.


Equipment
Outfits
1 / 2
Outfits
(None)
The Hip-Shaker
The Light Fantastic
The Dotty Number
The Medal Maniac
The Mega Medal Maniac
The Saint
Equipment Required
Goddess's Tiara
Saintess Dress
Zoom/Rotate
Move
GAMER GUIDES
Equipment
Outfits
2 / 2
Outfits
The Sacred Sorceress
The Serenica
E
Skintight in Scarlet
The Mischief-Maker
Equipment Required
Little Devil's Dress
Zoom/Rotate
Move
GAMER GUIDES

An outfit belonging to a pure-hearted paragon of virtue.

Change characters' outfits without affecting their stats.

An outfit belonging to a mischievous little madam.

Change characters' outfits without affecting their stats.

The Saint costume for Serena (left), The Mischief Maker costume for Serena (right)

The Sacred Sorceress

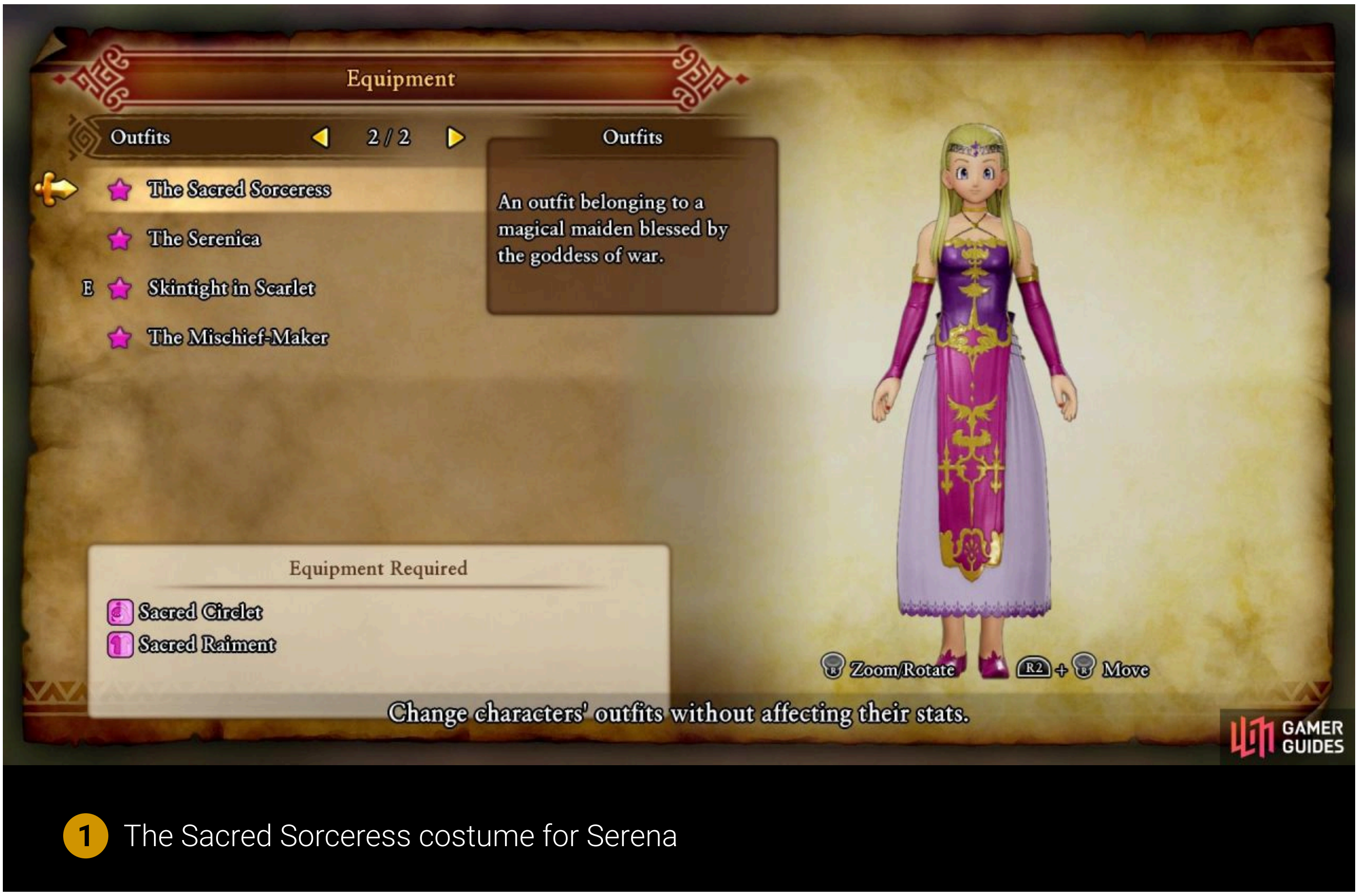
You will need to find a recipe before being able to obtain this costume. The recipe, **Gifts from the Goddess**, is behind the Ultimate Key door on Insula Incognita, meaning you won't be able to get it until the final act of the game. In order to forge both pieces, you will need the following items: Slime Crown, Savvy Sapphire (x2), Brighten Rock (x3), Sainted Soma, Technicolour Dreamcloth (x2), Pale Pearl (x3), Cumulonimbough (x2), and a Mirrorstone.

The Mega Medal Maniac

This costume is exclusive to the Definitive Edition version of the game. The costume is shared across all three female party members, as you only need one of the armors in order to unlock the costume. As you make progress in Tickington, you will unlock an area called **Whealbrook**. Complete the quest there, then go to **Quester's Rest** afterwards, speaking to Sellma behind the counter on the right, to purchase the **Uniforme Chic de l'Academie** armor.

The Light Fantastic

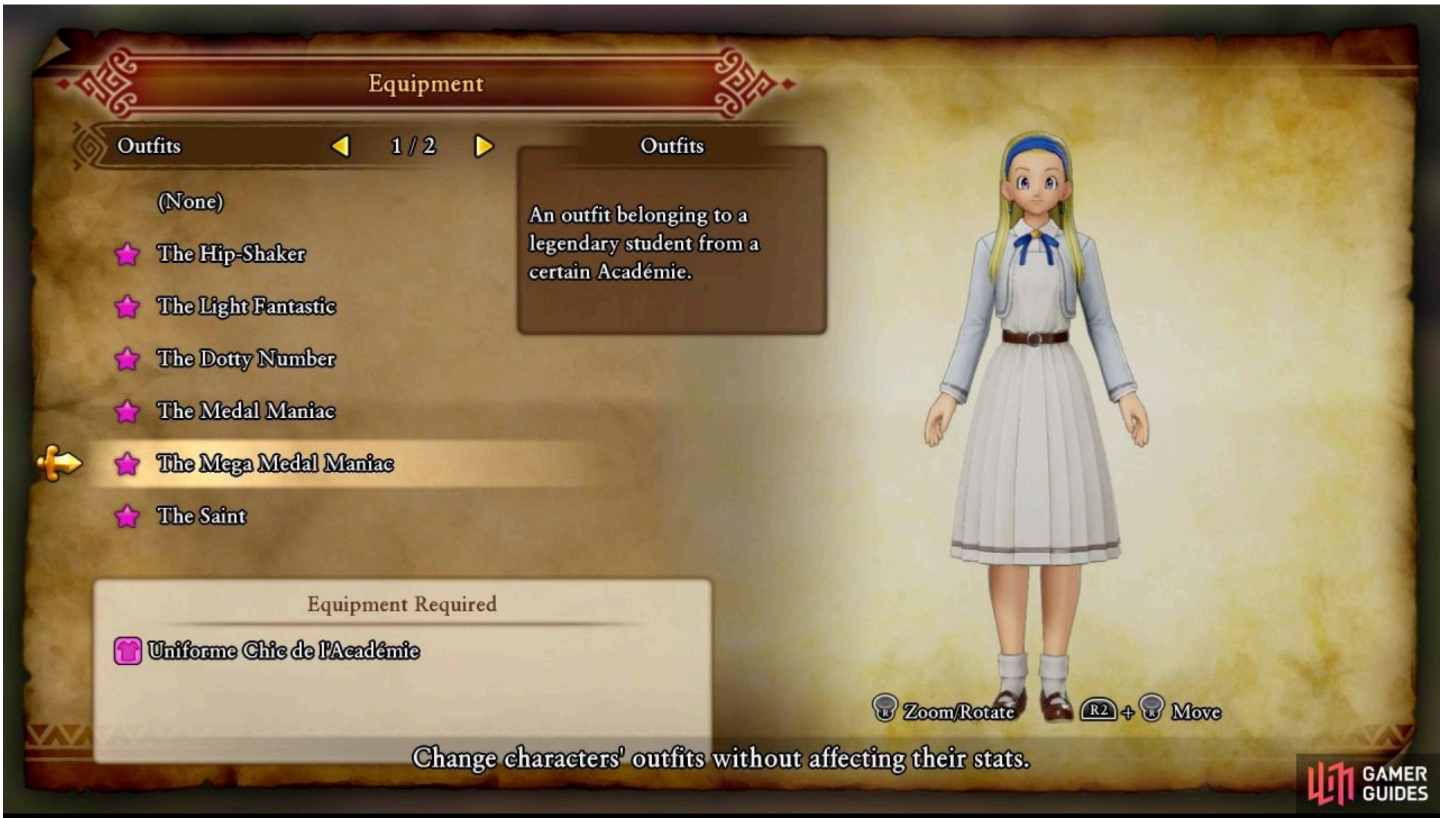
This costume is exclusive to the Definitive Edition version of the game. It is bought from Sellma in Quester's Rest in Tickington, so look at the previous costume to see instructions on how to get there.


Equipment
Outfits
2 / 2
Outfits
The Sacred Sorceress
The Serenica
E
Skintight in Scarlet
The Mischief-Maker
Equipment Required
Sacred Circlet
Sacred Raiment
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a magical maiden blessed by the goddess of war.

Change characters' outfits without affecting their stats.

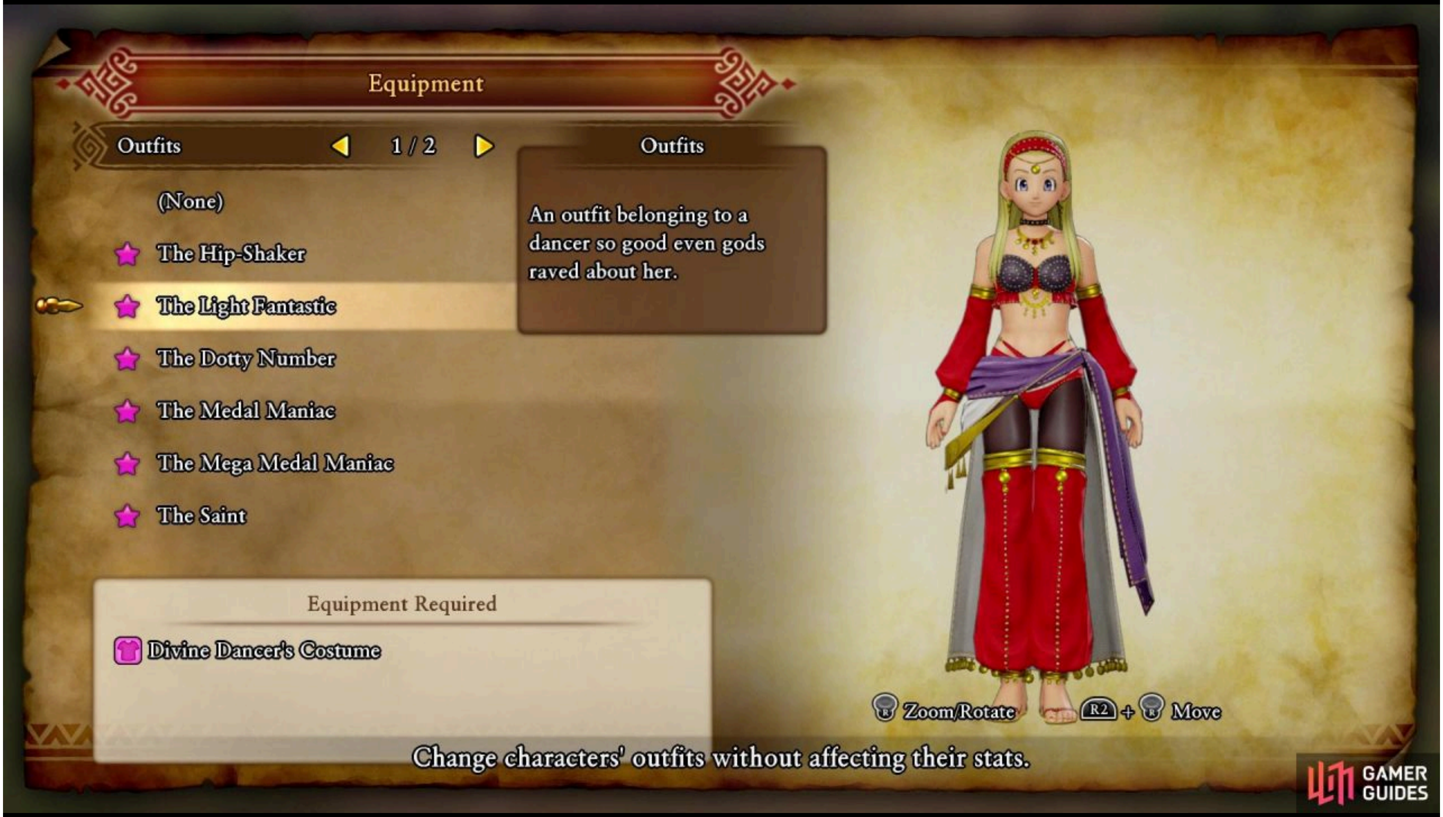
① The Sacred Sorceress costume for Serena


Equipment
Outfits
1 / 2
Outfits
(None)
The Hip-Shaker
The Light Fantastic
The Dotty Number
The Medal Maniac
The Mega Medal Maniac
The Saint
Equipment Required
Uniforme Chic de l'Académie
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a legendary student from a certain Académie.

Change characters' outfits without affecting their stats.

② The Mega Medal Maniac costume for Serena


Equipment
Outfits
1 / 2
Outfits
(None)
The Hip-Shaker
The Light Fantastic
The Dotty Number
The Medal Maniac
The Mega Medal Maniac
The Saint
Equipment Required
Divine Dancer's Costume
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a dancer so good even gods raved about her.

Change characters' outfits without affecting their stats.

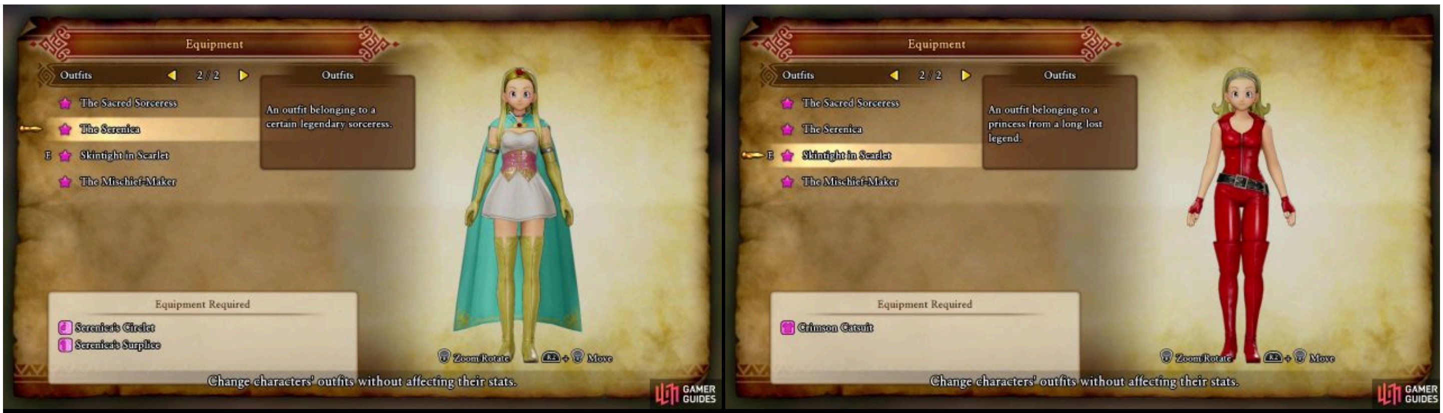
③ The Light Fantastic costume for Serena

The Serenica

There are two pieces of equipment needed for this, **Serenica's Circlet** and **Serenica's Surplice**, both found in different locations. The Circlet is found in the Sage's Trial - Fierce Forest, while the Surplice is found in the Luminary's Trial - Citadel of Spite.

Ring of Changes

While this isn't technically a normal costume, like all of the others, it is still counted and needed for the **Dedicated Follower of Fashion** trophy/achievement. To get the Ring of Changes, you will need to reach the Vault as part of Drustan's Trials and defeat one of the bosses. After doing this, you will be able to pick from one of five wishes. One of the five allows you to change Serena's hairstyle, making it shorter like it was in the middle part of the game. Note you will need to actually equip the ring in an accessory slot, as it doesn't register as a separate costume in the Definitive Edition.


Equipment
Outfits
2 / 2
Outfits
The Sacred Sorceress
The Serenica
E Skintight in Scarlet
The Mischief-Maker
Equipment Required
Serenica's Circlet
Serenica's Surplice
Zoom/Rotate
+ Move
GAMER GUIDES
Equipment
Outfits
2 / 2
Outfits
The Sacred Sorceress
The Serenica
E Skintight in Scarlet
The Mischief-Maker
Equipment Required
Crimson Catsuit
Zoom/Rotate
+ Move
GAMER GUIDES

An outfit belonging to a certain legendary sorceress.

Change characters' outfits without affecting their stats.

An outfit belonging to a princess from a long lost legend.

Change characters' outfits without affecting their stats.

The Serenica costume for Serena (left), The Skintight in Scarlet costume for Serena (right)

Skintight in Scarlet

This costume is exclusive to the Definitive Edition version of the game. In order to get the piece of equipment for this one, you will need to do all of the Tickington altars in the main room. Upon doing this, another room will open up, with one final altar, called the **Hall of Remembrance**. These will pit you against a bunch of bosses on four different levels. Complete the boss battles on **Level 3** and your reward will be the **Crimson Catsuit**, netting you this costume.

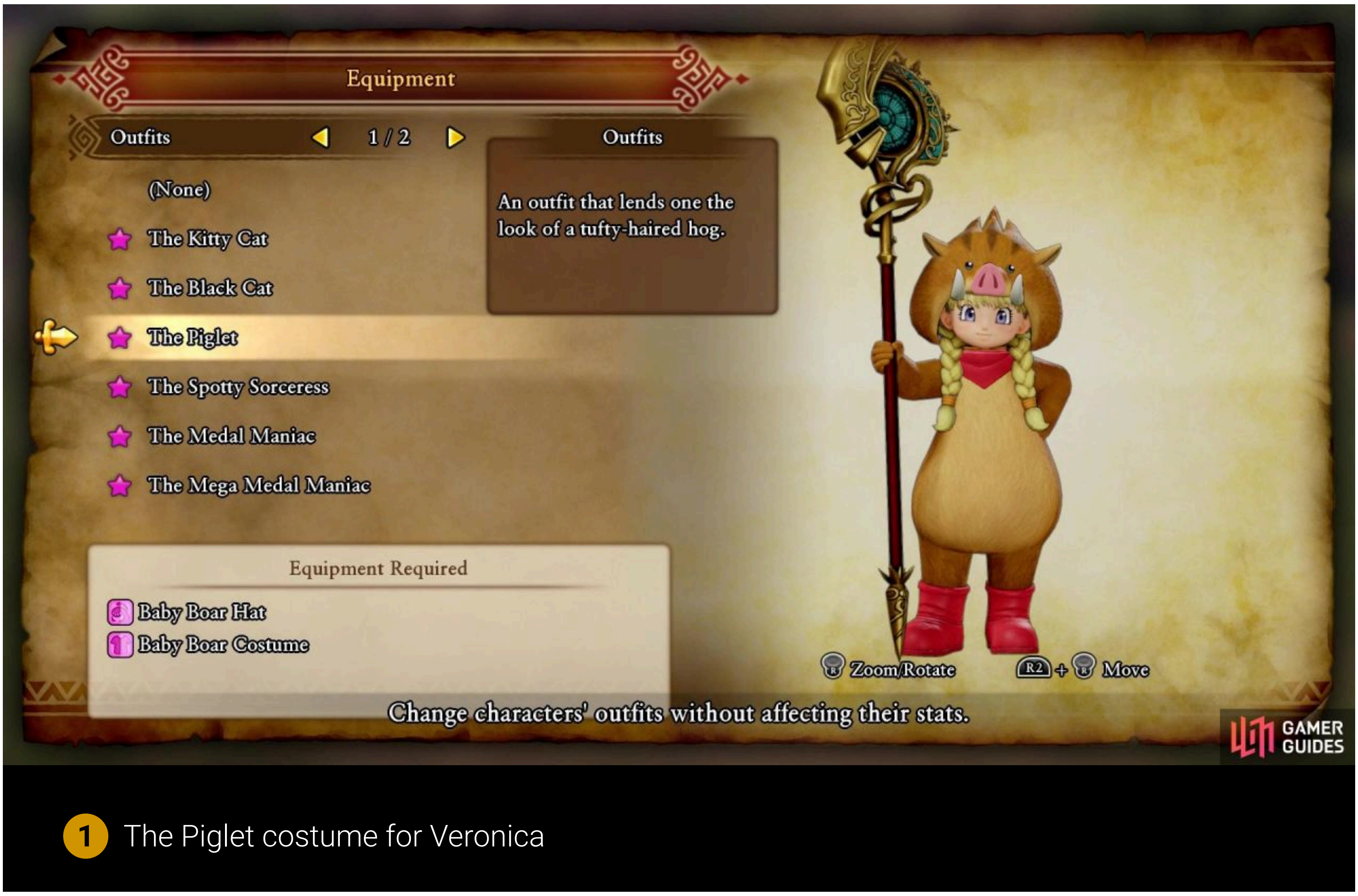
Extras » Costumes

Veronica's Costumes

Below is a list of all the costumes for Veronica in Dragon Quest XI S.

The Piglet

This costume is exclusive to the Definitive Edition of the game. For the Switch version, you will have to download the Champion’s Pack DLC on the eShop (it’s free), then claim it in-game. Other versions of the Definitive Edition will not have to download anything. To claim it, go to Misc, then Settings, and you will see that option towards the bottom of the list.

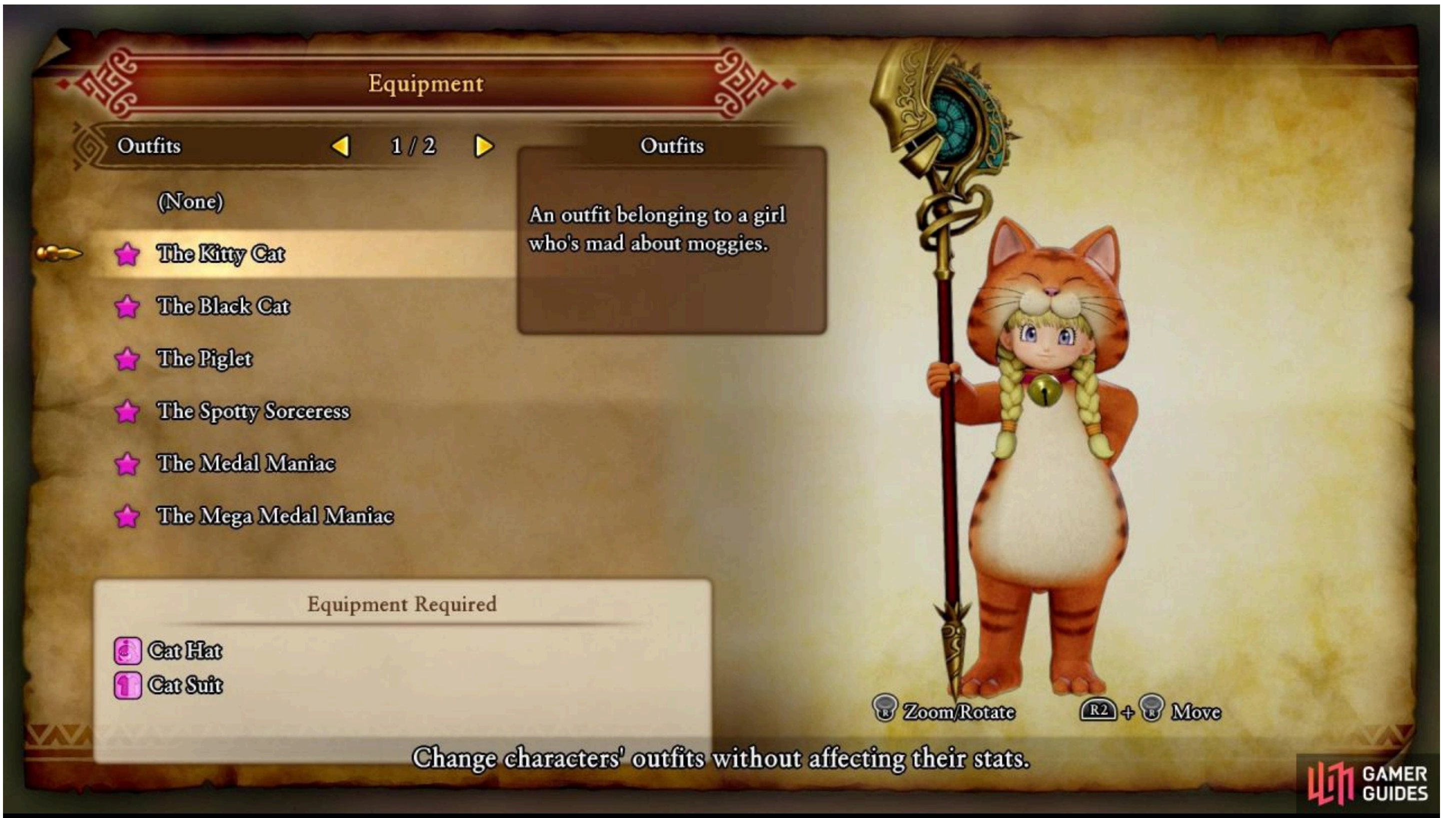


An outfit that lends one the look of a tufty-haired hog.

Change characters' outfits without affecting their stats.

Equipment
Outfits
1 / 2
Outfits
(None)
The Kitty Cat
The Black Cat
The Piglet
The Spotty Sorceress
The Medal Maniac
The Mega Medal Maniac
Equipment Required
Baby Boar Hat
Baby Boar Costume
Zoom/Rotate
R2 + Move
GAMER GUIDES

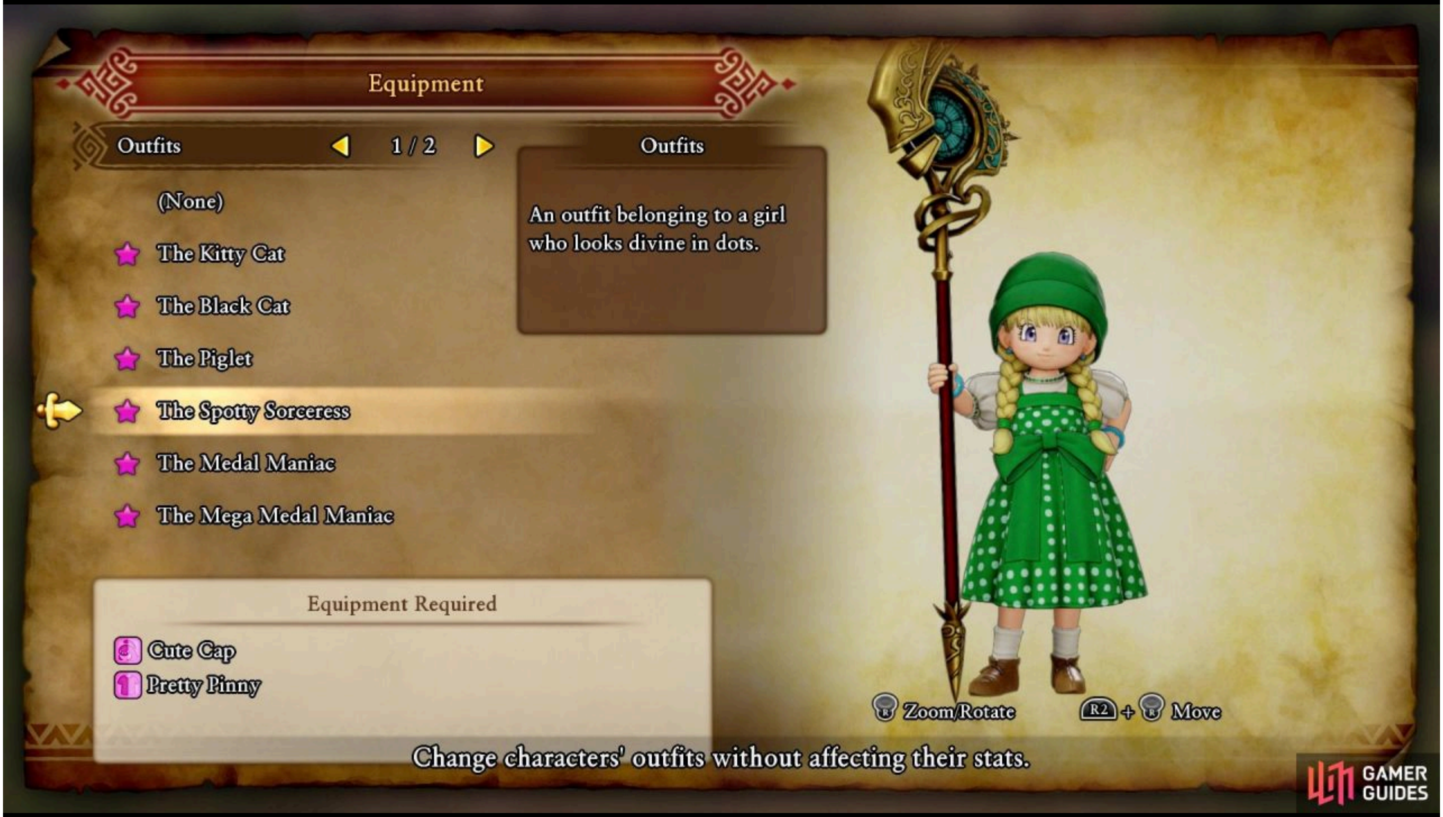
1 The Piglet costume for Veronica


Equipment
Outfits
1 / 2
Outfits
(None)
The Kitty Cat
The Black Cat
The Piglet
The Spotty Sorceress
The Medal Maniac
The Mega Medal Maniac
Equipment Required
Cat Hat
Cat Suit
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a girl who's mad about moggies.

Change characters' outfits without affecting their stats.

② The Kitty Cat costume for Veronica


Equipment
Outfits
1 / 2
Outfits
(None)
The Kitty Cat
The Black Cat
The Piglet
The Spotty Sorceress
The Medal Maniac
The Mega Medal Maniac
Equipment Required
Cute Cap
Pretty Pinny
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a girl who looks divine in dots.

Change characters' outfits without affecting their stats.

③ The Spotty Sorceress costume for Veronica

The Kitty Cat

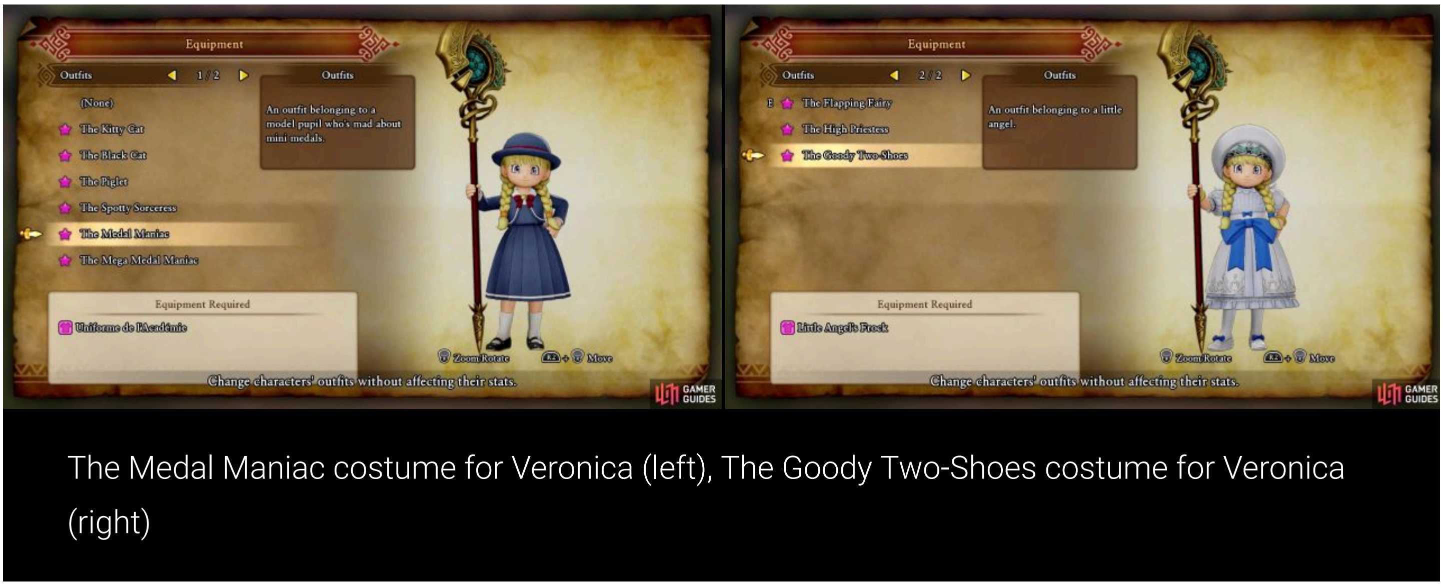
Both pieces needed for this costume are available in Gondolia. For the **Cat Hat**, you can simply purchase it from the armor shop. For the **Cat Suit**, there are two merchant brothers on the west side of the town, one right beside the entrance and the other up the stairs from him. During the first part of the game, you can haggle the price down for this armor until it reaches 1,000G, which is when you should purchase it. If you miss this opportunity during that part of the game, then you can simply purchase it from the normal armor shop later.

The Spotty Sorceress

This costume will require you to get a recipe **(All Good Things)**, which is gotten by talking to a man in red near the entrance in Puerto Valor (can be done on your first visit). You simply need to speak with the NPC, as you don't have to do anything else. To forge the items, you will need Faerie Fluff (x3), Waveweed (x2), and a Cottontop.

The Medal Maniac

The **Uniforme de l'Academie** is a piece of armor that can be equipped to any of the female party members. There are three of these in the game, although in the Definitive Edition, you only need one in order to access the costume on all three characters. In the original version of the game, you will need to equip them on each character to trigger the costume. You get one for turning in 25 Mini Medals, another is behind the Magic Key door in the Mini Medal Academy, and the third is a reward for completing **Quest 20 - The Agony and the Ecstasy**.


Equipment
Outfits
1 / 2
Outfits
(None)
The Kitty Cat
The Black Cat
The Piglet
The Spotty Sorceress
The Medal Maniac
The Mega Medal Maniac
Equipment Required
Uniforme de l'Académie
Zoom/Rotate
Move
GAMER GUIDES
Equipment
Outfits
2 / 2
Outfits
E
The Flapping Fairy
The High Priestess
The Goody Two-Shoes
Equipment Required
Little Angel's Frock
Zoom/Rotate
Move
GAMER GUIDES

An outfit belonging to a model pupil who's mad about mini medals.

Change characters' outfits without affecting their stats.

An outfit belonging to a little angel.

Change characters' outfits without affecting their stats.

The Medal Maniac costume for Veronica (left), The Goody Two-Shoes costume for Veronica (right)

The Goody Two-Shoes

This costume is exclusive to the Definitive Edition of the game. Once you reach the final part of the game, you will head to Havens Above and secure the Ultimate Key from a chest. Next to that chest will be two others, one of which contains the **Little Angel's Frock** armor, which triggers this costume.

The Mega Medal Maniac

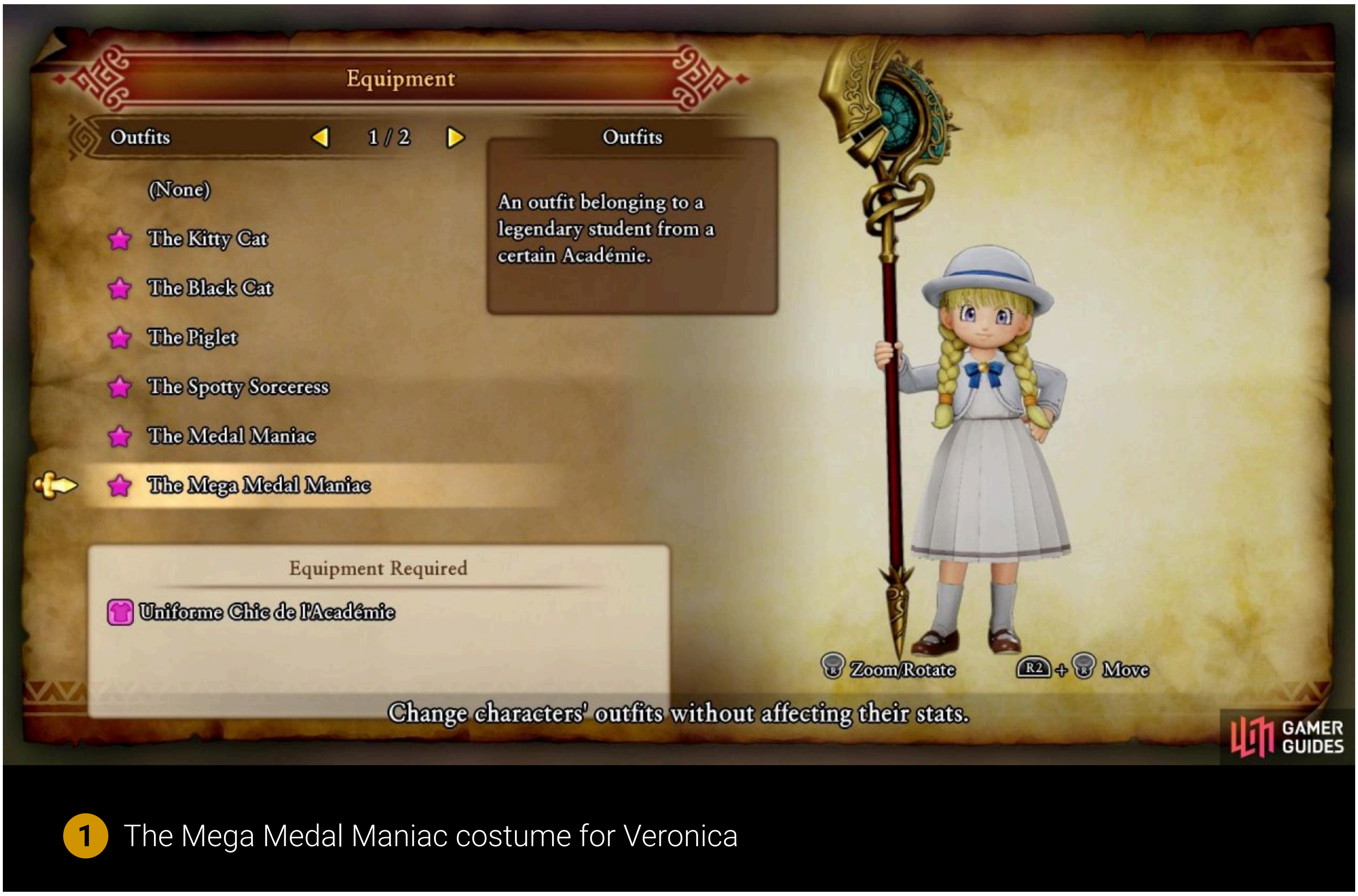
This costume is exclusive to the Definitive Edition version of the game. The costume is shared across all three female party members, as you only need one of the armors in order to unlock the costume. As you make progress in Tickington, you will unlock an area called **Whealbrook**. Complete the quest there, then go to **Quester's Rest** afterwards, speaking to Sellma behind the counter on the right, to purchase the **Uniforme Chic de l'Academie** armor.

The Black Cat

This costume is exclusive to the Definitive Edition version of the game. You can purchase both pieces of armor from Sellma in Quester's Rest. See the costume right above this one to learn how to unlock it.

The Flapping Fairy

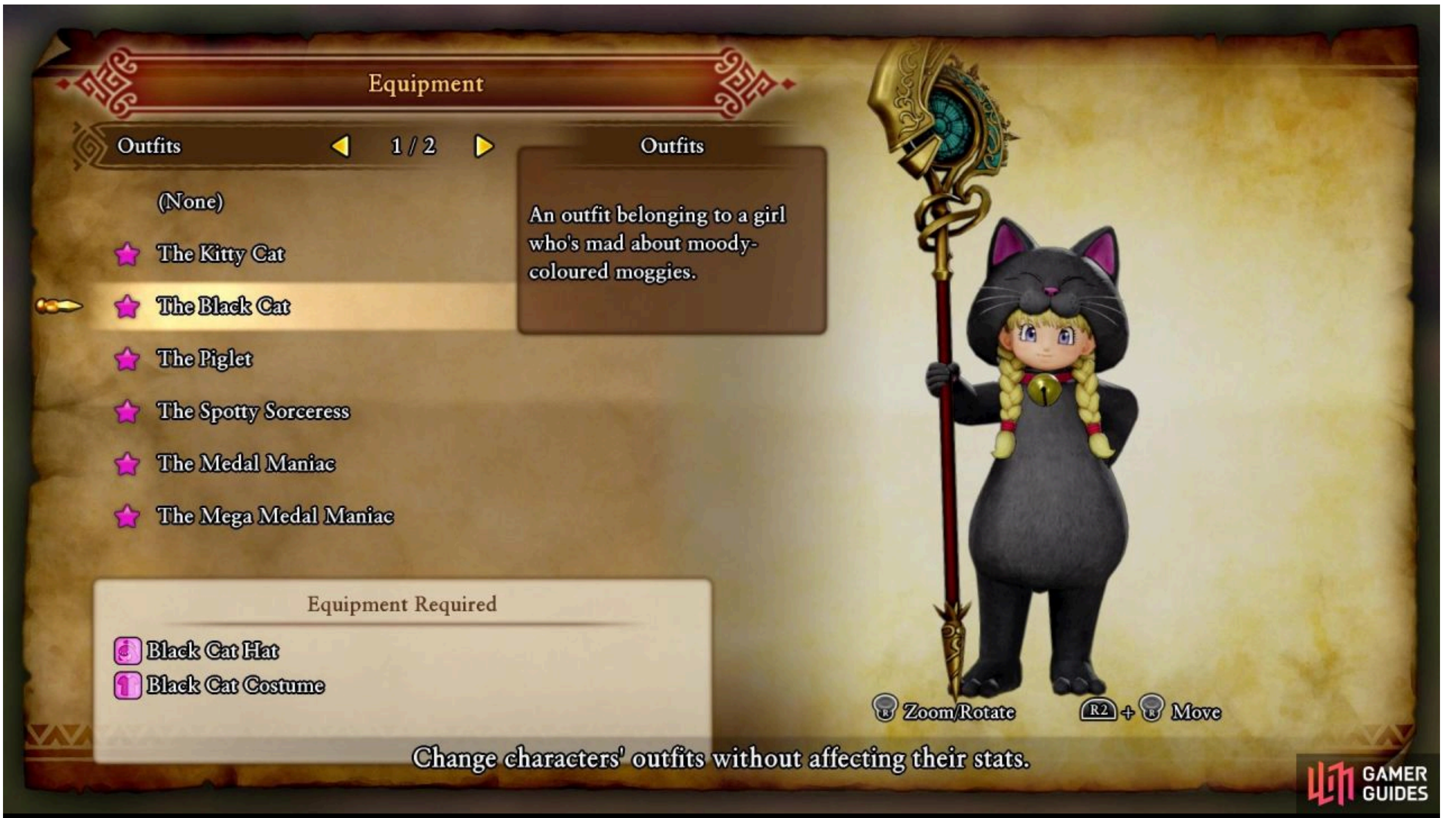
In order to unlock this costume, you will need to progress through the game until you reach the final part. Visit Octagonia and complete the event there, then go to the casino. On the one side of the casino (area with the slots), you will find a stage. At one of the tables in front of the stage will be Sinderella and Whambelina. Speak to each of them to get the **Stellar Starflower** and **Stellar Suit** items, both of which are needed for the costume.


Equipment
Outfits
1 / 2
Outfits
(None)
The Kitty Cat
The Black Cat
The Piglet
The Spotty Sorceress
The Medal Maniac
The Mega Medal Maniac
Equipment Required
Uniforme Chic de l'Académie
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a legendary student from a certain Académie.

Change characters' outfits without affecting their stats.

① The Mega Medal Maniac costume for Veronica

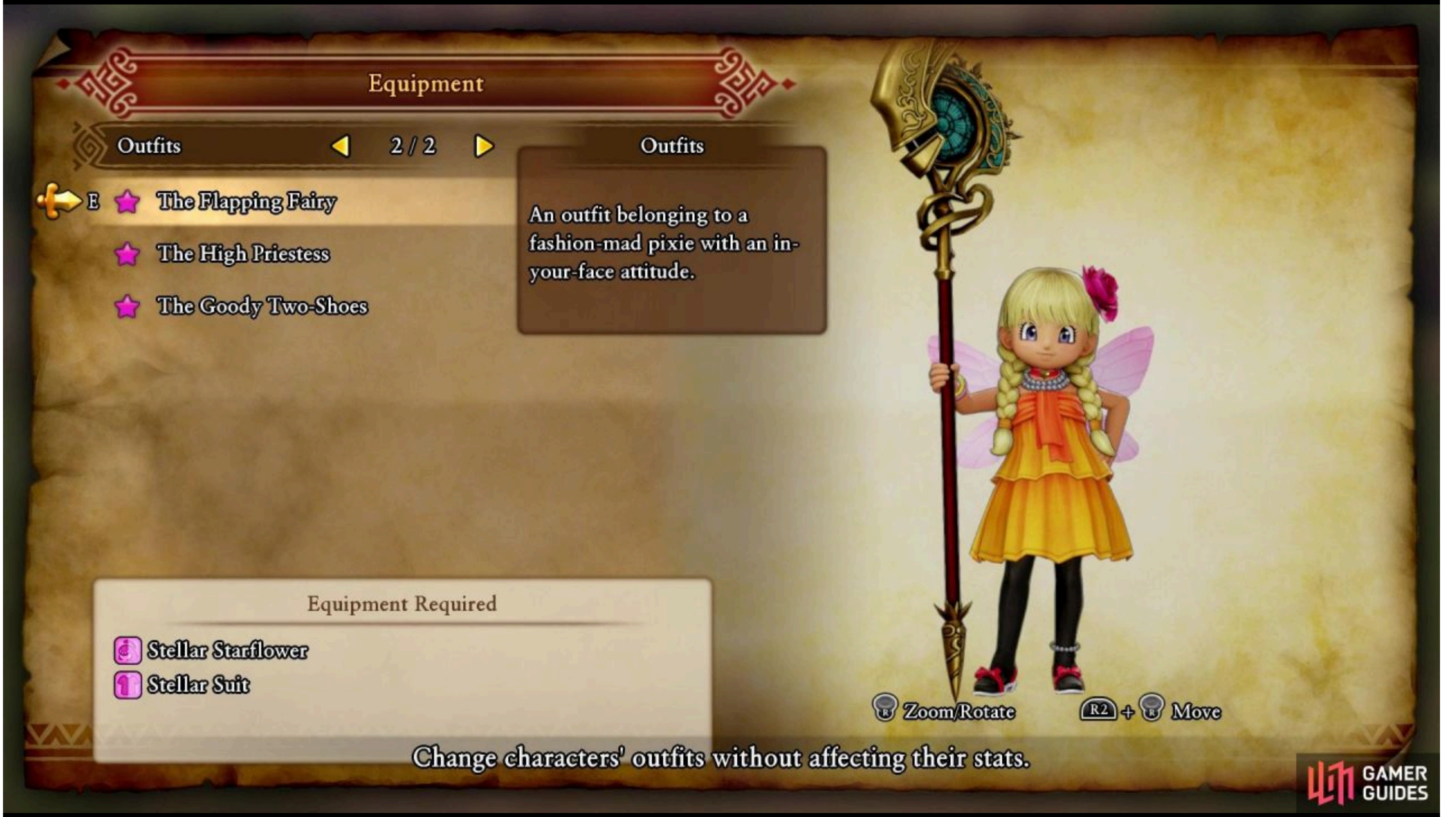

Equipment
Outfits
1 / 2
Outfits
(None)
The Kitty Cat
The Black Cat
The Piglet
The Spotty Sorceress
The Medal Maniac
The Mega Medal Maniac
Equipment Required
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a girl who's mad about moody-coloured moggies.

Equipment Required: Black Cat Hat, Black Cat Costume

Change characters' outfits without affecting their stats.

② The Black Cat costume for Veronica

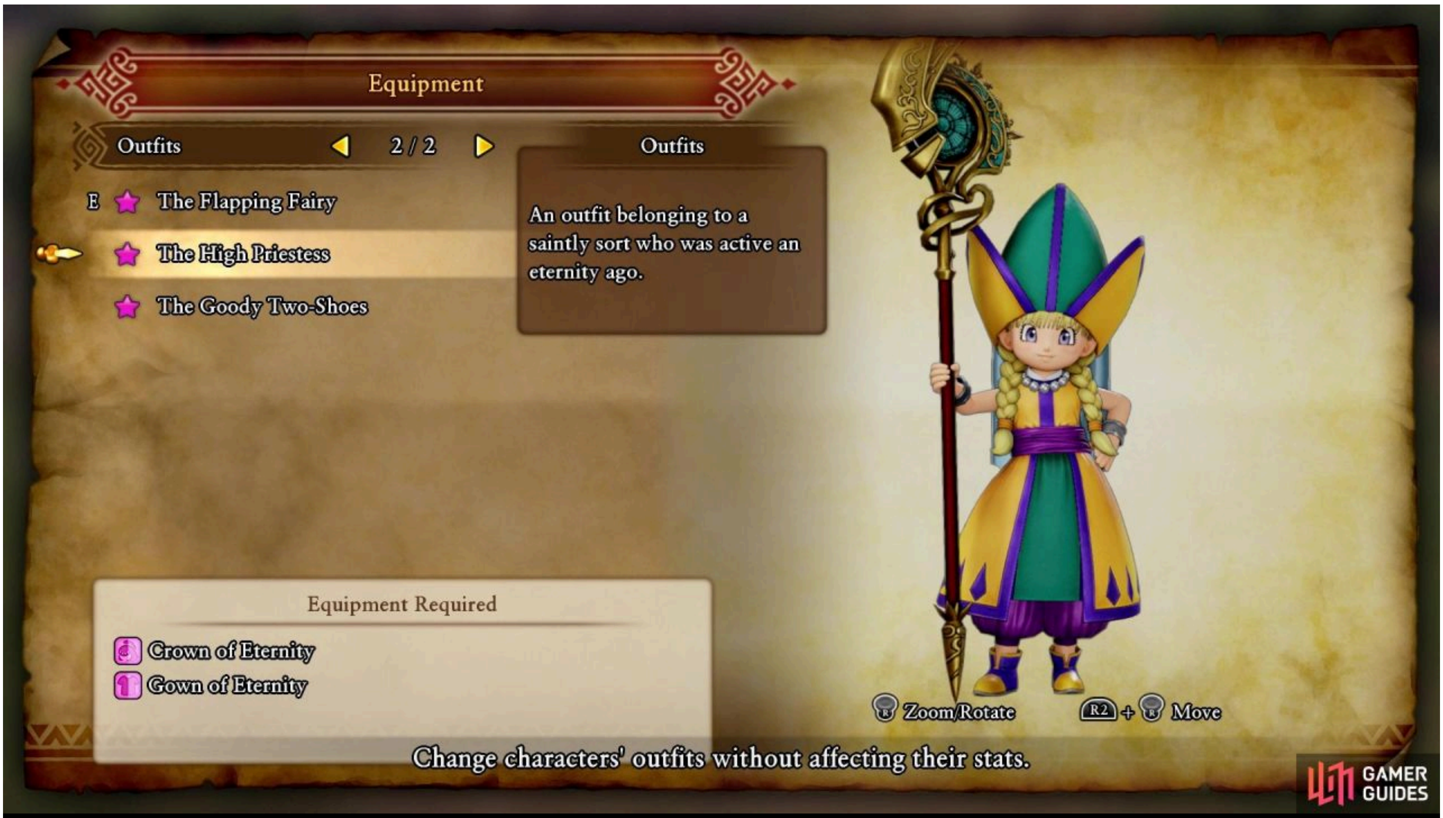

Equipment
Outfits
2 / 2
Outfits
E The Flapping Fairy
The High Priestess
The Goody Two-Shoes
Equipment Required
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a fashion-mad pixie with an in-your-face attitude.

Equipment Required: Stellar Starflower, Stellar Suit

Change characters' outfits without affecting their stats.

③ The Flapping Fairy costume for Veronica



Outfits

- The Flapping Fairy
- The High Priestess
- The Goody Two-Shoes

Outfits

An outfit belonging to a saintly sort who was active an eternity ago.

Equipment Required

- Crown of Eternity
- Gown of Eternity

Change characters' outfits without affecting their stats.

④ The High Priestess costume for Veronica

The High Priestess

You will need to find the recipe in order to forge the two items for this costume, the **Crown of Eternity** and the **Gown of Eternity**. The recipe, **Eternal Elegance**, is located on Level 1 of The Sage's Trial - Hoarder's Keep. The materials needed to forge both pieces include Kaleidocloth (x3), Cumulonimbough (x4), Permasnow (x2), Red Wood (x2), Chronocrystal (x4), and Pale Pearl (x3).

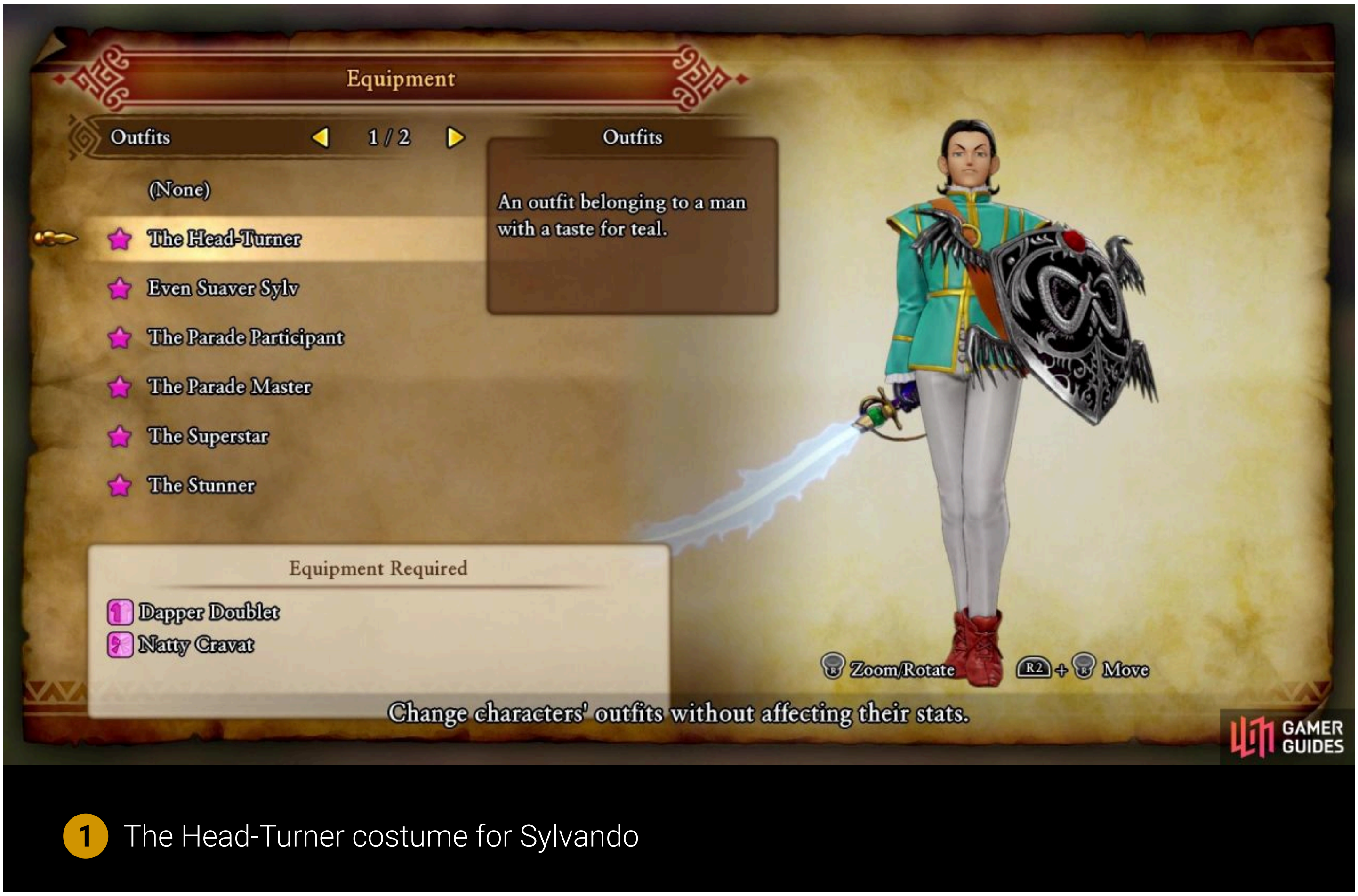
Extras » Costumes

Sylvando's Costumes

Below is a list of all the costumes for Sylvando in Dragon Quest XI S.

The Head-Turner

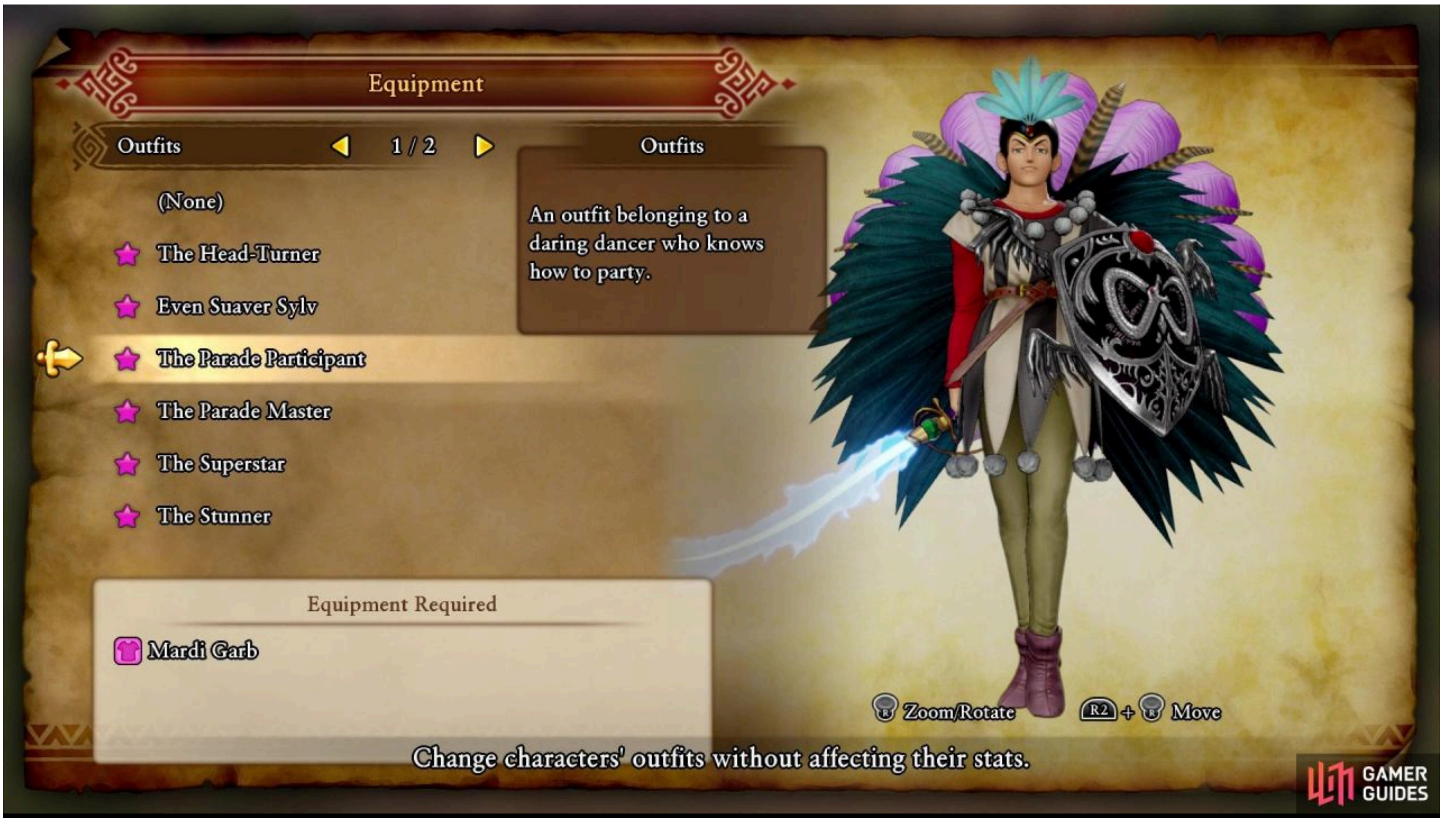
The first costume you can get for Sylvando requires finding an in-game recipe, called **The Dapper Chap**. This recipe is given to you as a reward for completing **Quest 12 - Skincare for the Fierce and Fabulous**. In order to forge both items needed for the costume, you will need Silkblossom (x3), a Magic Beast Hide, a Green Eye, a Glimmergrass, and a Celestial Skein.


Equipment
Outfits
1 / 2
Outfits
(None)
The Head-Turner
Even Suaver Sylv
The Parade Participant
The Parade Master
The Superstar
The Stunner
Equipment Required
Dapper Doublet
Natty Cravat
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a man with a taste for teal.

Change characters' outfits without affecting their stats.

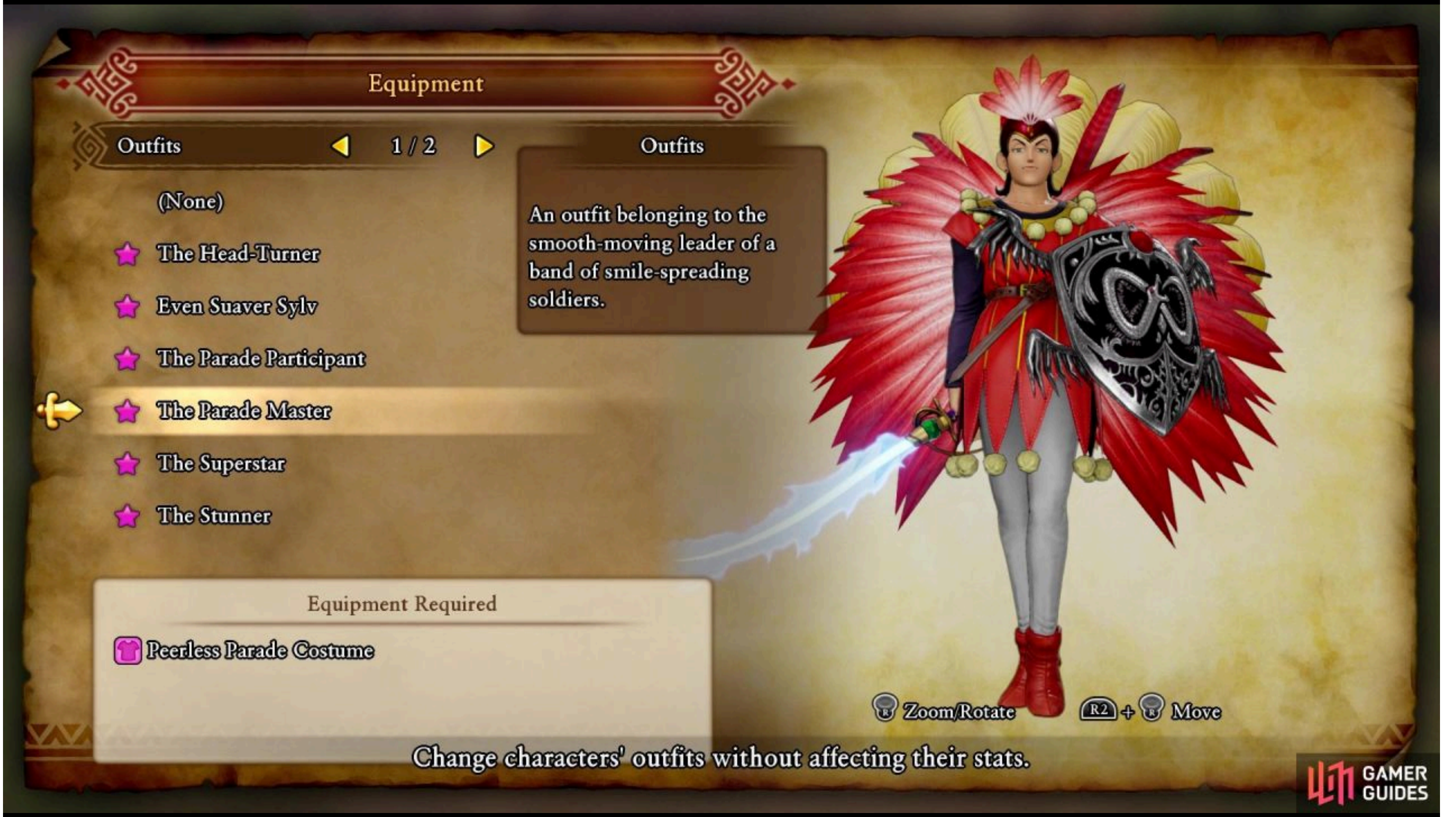
① The Head-Turner costume for Sylvando


Equipment
Outfits
1 / 2
Outfits
(None)
The Head-Turner
Even Suaver Sylv
The Parade Participant
The Parade Master
The Superstar
The Stunner
Equipment Required
Mardi Garb
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a daring dancer who knows how to party.

Change characters' outfits without affecting their stats.

② The Parade Participant costume for Sylvando


Equipment
Outfits
1 / 2
Outfits
(None)
The Head-Turner
Even Suaver Sylv
The Parade Participant
The Parade Master
The Superstar
The Stunner
Equipment Required
Peerless Parade Costume
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to the smooth-moving leader of a band of smile-spreading soldiers.

Change characters' outfits without affecting their stats.

③ The Parade Master costume for Sylvando

The Parade Participant

This costume is gotten as part of the main story, in the middle portion of the game. Thus, you don't have to do anything special to get it.

The Parade Master

This costume is exclusive to the Definitive Edition version of the game and there are two ways to get it. The easier way is done during **Sylvando's Interlude**, where he will be able to recruit a number of NPCs for his band. If you recruit all of the NPCs, then he will have this costume upon joining back up during the second part. If you do not recruit all of the NPCs, then you will be able to trade for it at the Octagonia Casino.

The Superstar

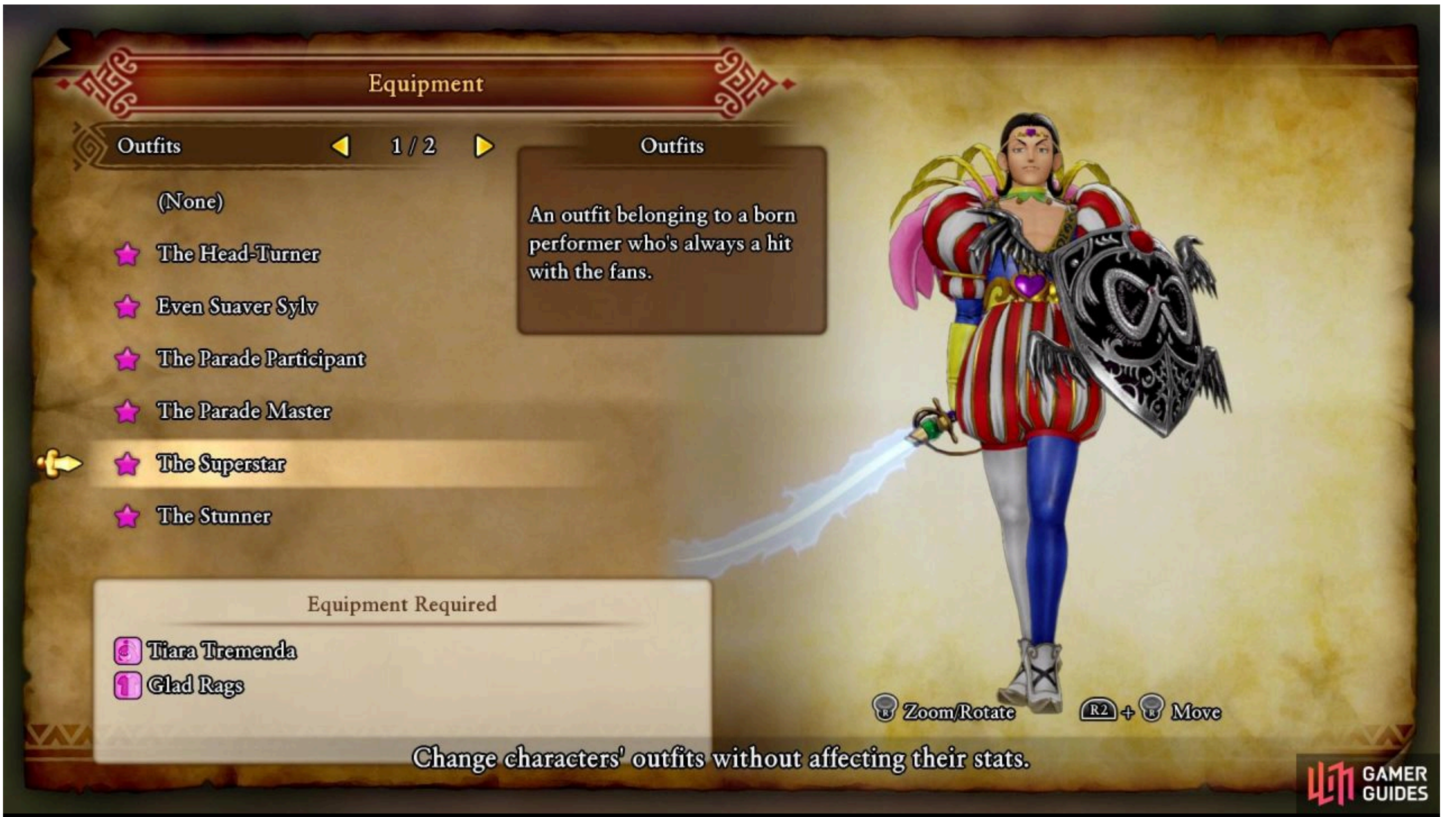
You will have to find the recipe, called **Glam Gear for Go-Getters**, for this costume. You will obtain the recipe for completing **Quest 28 - Madame Labouche's Life Lesson**. In order to forge both items for the costume, you will need the following items: Gold Ore (x2), Royal Ruby (x3), Belle Cap (x2), Slipweed (x2), Lamsbwool (x2), and Love Potion (x6). The Love Potion item can be traded for at the Octagonia Casino.

The Don

Once you reach the final part of the game, you will be able to do an event in Puerto Valor that opens up the final bit of Sylvando's skill tree. After finishing that event, return to Puerto Valor and speak to Servantes in Don Rodrigo's house to receive the **Coraza de Cabalerro** piece of equipment and this costume.

Even Suaver Sylv

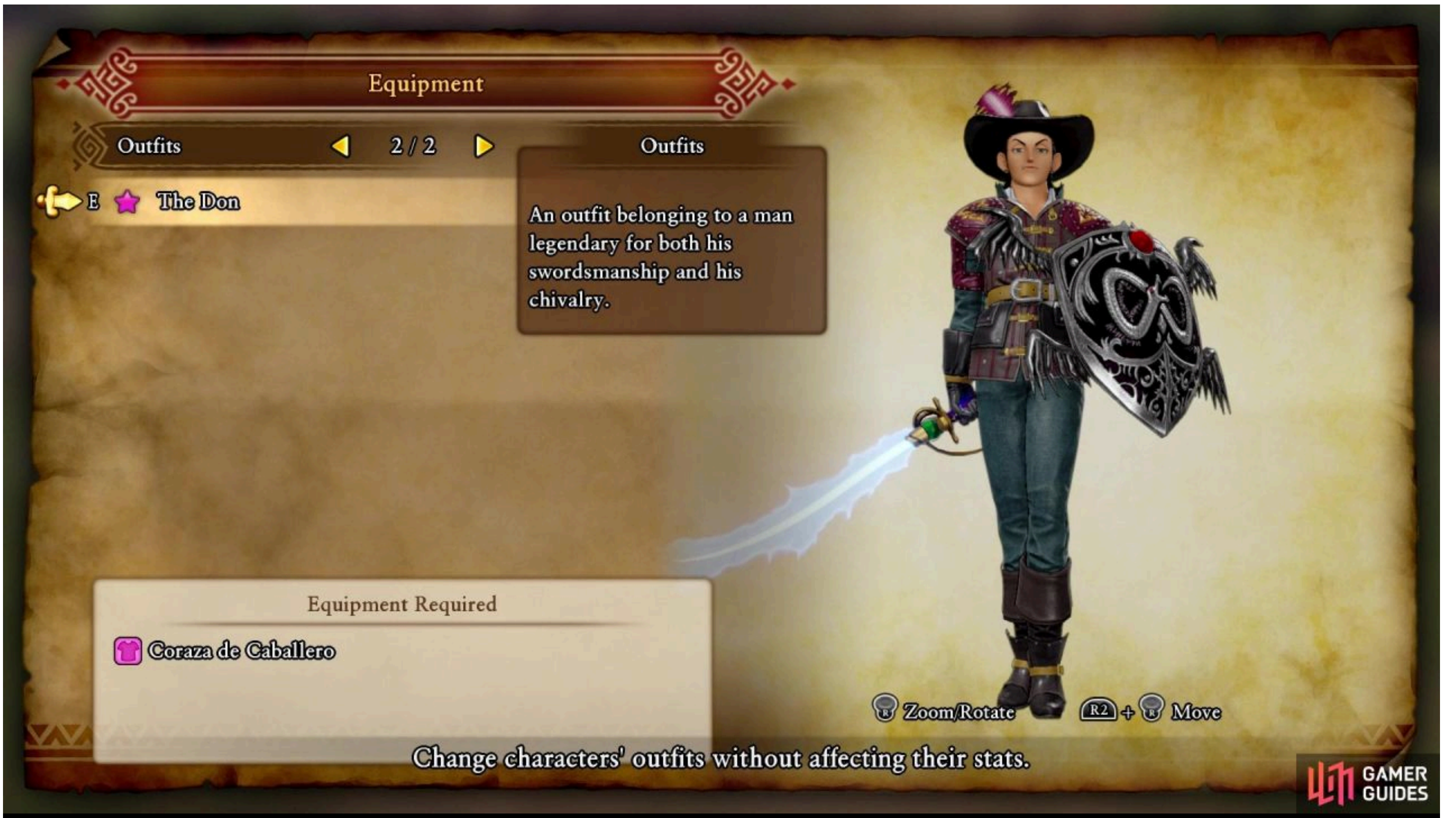
The two items needed for this costume come from the recipe, **Dress to Impress**, which is gotten by speaking to Golden Boy in Octagonia. You will be able to do this after completing the events in the final part of the game in Octagonia. He will be located on the stage in the slots section of the casino. In order to forge the items, you will need the following items: Technicolour Dreamcloth (x2), Serpent Skin (x2), Equable Emerald (x2), a Spectralite, Colourful Cocoon (x2), Buzzberries (x2), Royal Ruby (x2), and Sparkly Sap (x2).


Equipment
Outfits
1 / 2
Outfits
(None)
The Head-Turner
Even Suaver Sylv
The Parade Participant
The Parade Master
The Superstar
The Stunner
Equipment Required
Tiara Tremenda
Glad Rags
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a born performer who's always a hit with the fans.

Change characters' outfits without affecting their stats.

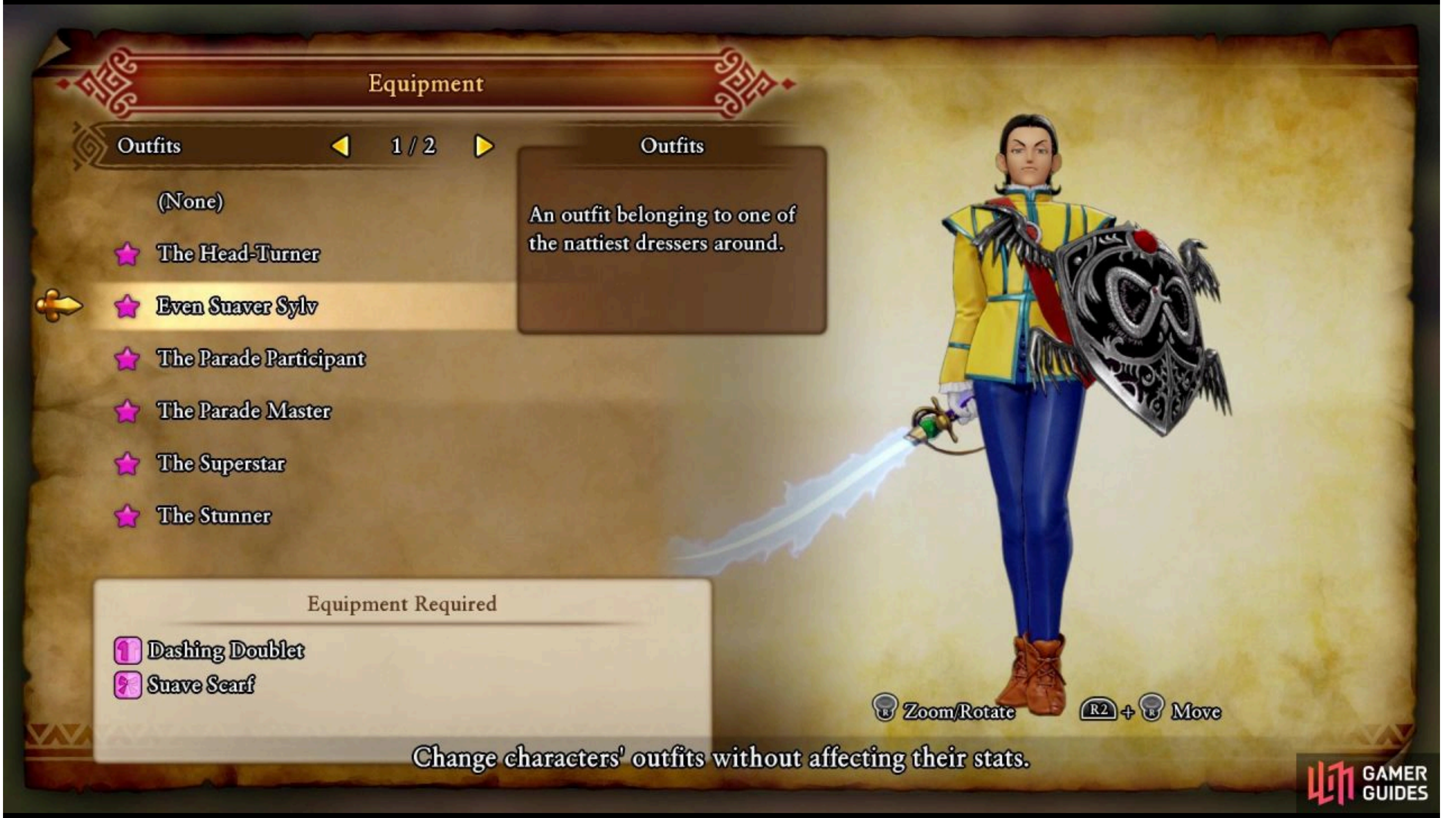
① The Superstar costume for Sylvando


Equipment
Outfits
2 / 2
Outfits
E The Don
Equipment Required
Coraza de Caballero
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a man legendary for both his swordsmanship and his chivalry.

Change characters' outfits without affecting their stats.

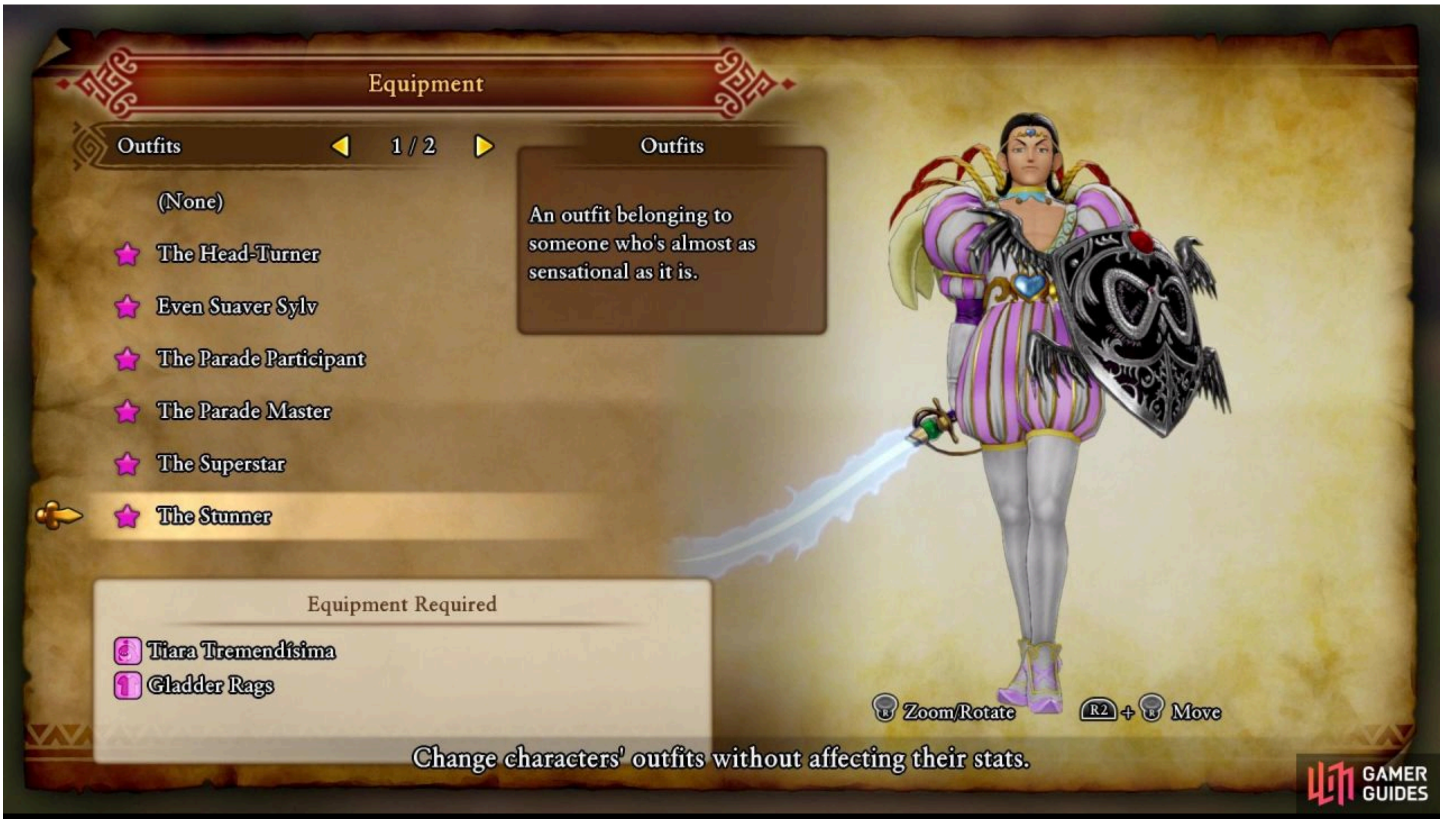
② The Don costume for Sylvando


Equipment
Outfits
1 / 2
Outfits
(None)
The Head-Turner
Even Suaver Sylv
The Parade Participant
The Parade Master
The Superstar
The Stunner
Equipment Required
Dashing Doublet
Suave Scarf
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to one of the nattiest dressers around.

Change characters' outfits without affecting their stats.

③ The Even Suaver Sylv costume for Sylvando


Equipment
Outfits
1 / 2
Outfits
(None)
The Head-Turner
Even Suaver Sylv
The Parade Participant
The Parade Master
The Superstar
The Stunner
Equipment Required
Tiara Tremendísima
Gladder Rags
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to someone who's almost as sensational as it is.

Change characters' outfits without affecting their stats.

4 The Stunner costume for Sylvando

The Stunner

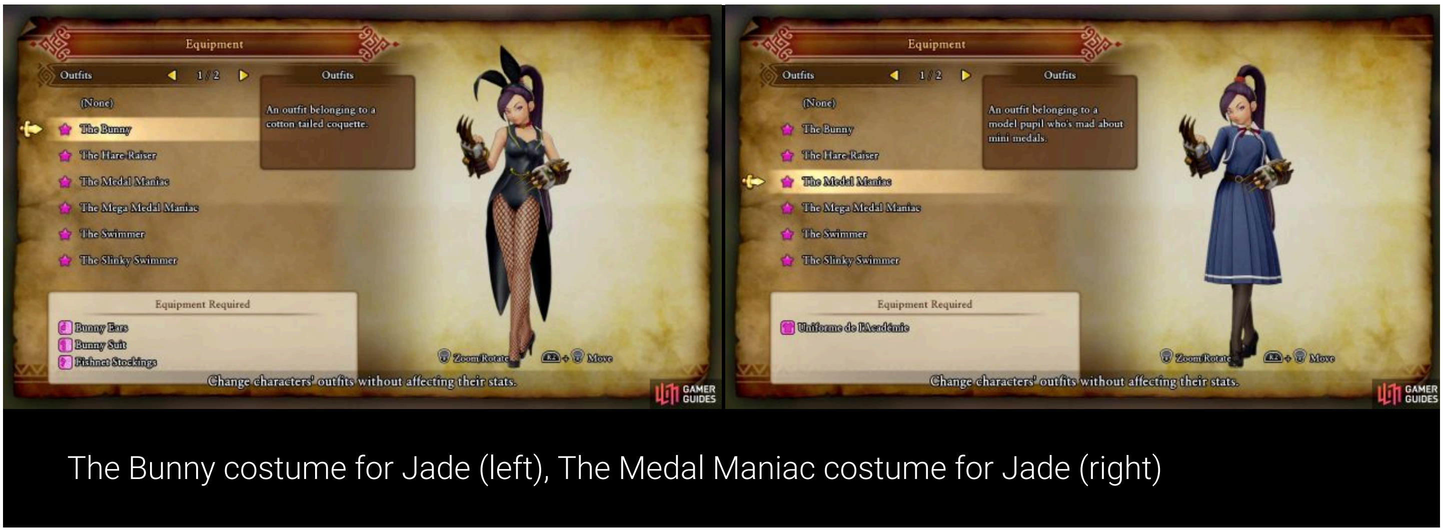
The two items needed for this costume come from the recipe, **Glammer Gear for Go-Getters**, which is gotten from the Mini Medal Academy upon turning in a total of 90 Mini Medals. Note that you can only get the recipe during the final part of the game. In order to forge the items, you will need the following items: Gold Bar (x2), Spectralite, Lucida Shard (x2), Crimsonite, Narspicious (x3), Serpent Skin (x2), Kaleidocloth (x2), Cherry Blossom Petal (x2), and Love Potion (x6).

Jade's Costumes

Below is a list of all the costumes for Jade in Dragon Quest XI S. During Jade’s Interlude, you will have access to one of her costumes, but it is removed from your inventory during the second part of the game. You don’t gain it permanently until the very end of the game, and only in the Definitive Edition.

The Bunny

For this costume, you will need three pieces of equipment, the **Bunny Ears**, the **Bunny Suit**, and the **Fishnet Stockings**. The Bunny Ears can be purchased in Gallopolis, so they are easy to come by without needing to do any extra leg work. The Fishnet Stockings can be found in a house in Heliodor, which you can enter via a chimney. The Bunny Suit requires a recipe, though, called **Down the Rabbithole**, which can be gotten via trading Tokens at the one counter in Puerto Valor’s casino. Note that both the Bunny Ears and Fishnet Stockings are also included in this recipe, in case you want to forge them, too. If you’re just planning on getting the Bunny Suit, then you will need a Narspicious, Butterfly Wing (x2), and a Green Eye.


Equipment
Outfits
1 / 2
Outfits
(None)
The Bunny
The Hare-Raiser
The Medal Maniac
The Mega Medal Maniac
The Swimmer
The Slinky Swimmer
Equipment Required
Bunny Ears
Bunny Suit
Fishnet Stockings
Zoom/Rotate
Move
GAMER GUIDES
Equipment
Outfits
1 / 2
Outfits
(None)
The Bunny
The Hare-Raiser
The Medal Maniac
The Mega Medal Maniac
The Swimmer
The Slinky Swimmer
Equipment Required
Uniforme de l'Académie
Zoom/Rotate
Move
GAMER GUIDES

An outfit belonging to a cotton tailed coquette.

Change characters' outfits without affecting their stats.

An outfit belonging to a model pupil who's mad about mini medals.

Change characters' outfits without affecting their stats.

The Bunny costume for Jade (left), The Medal Maniac costume for Jade (right)

The Medal Maniac

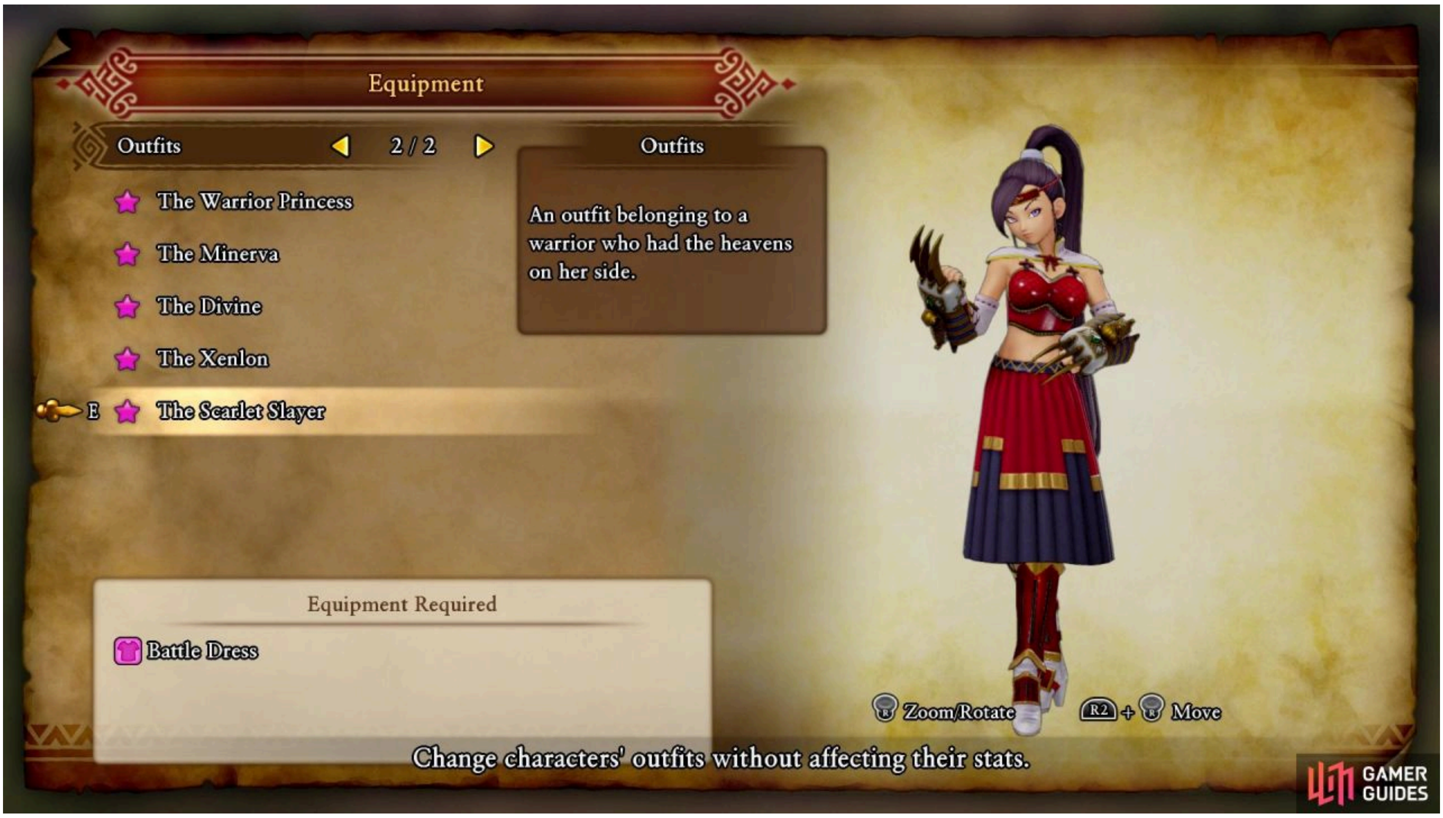
The **Uniforme de l’Academie** is a piece of armor that can be equipped to any of the female party members. There are three of these in the game, although in the Definitive Edition, you only need one in order to access the costume on all three characters. In the original version of the game, you will need to equip them on each character to trigger the costume. You get one for turning in 25 Mini Medals, another is behind the Magic Key door in the Mini Medal Academy, and the third is a reward for completing **Quest 20 - The Agony and the Ecstasy**.

The Scarlet Slayer

This costume is exclusive to the Definitive Edition version of the game. Once you make it to Angri-La, go to the shop and you will find a piece of equipment called the **Battle Dress**. Purchase it and you will have this costume for Jade.

The Swimmer

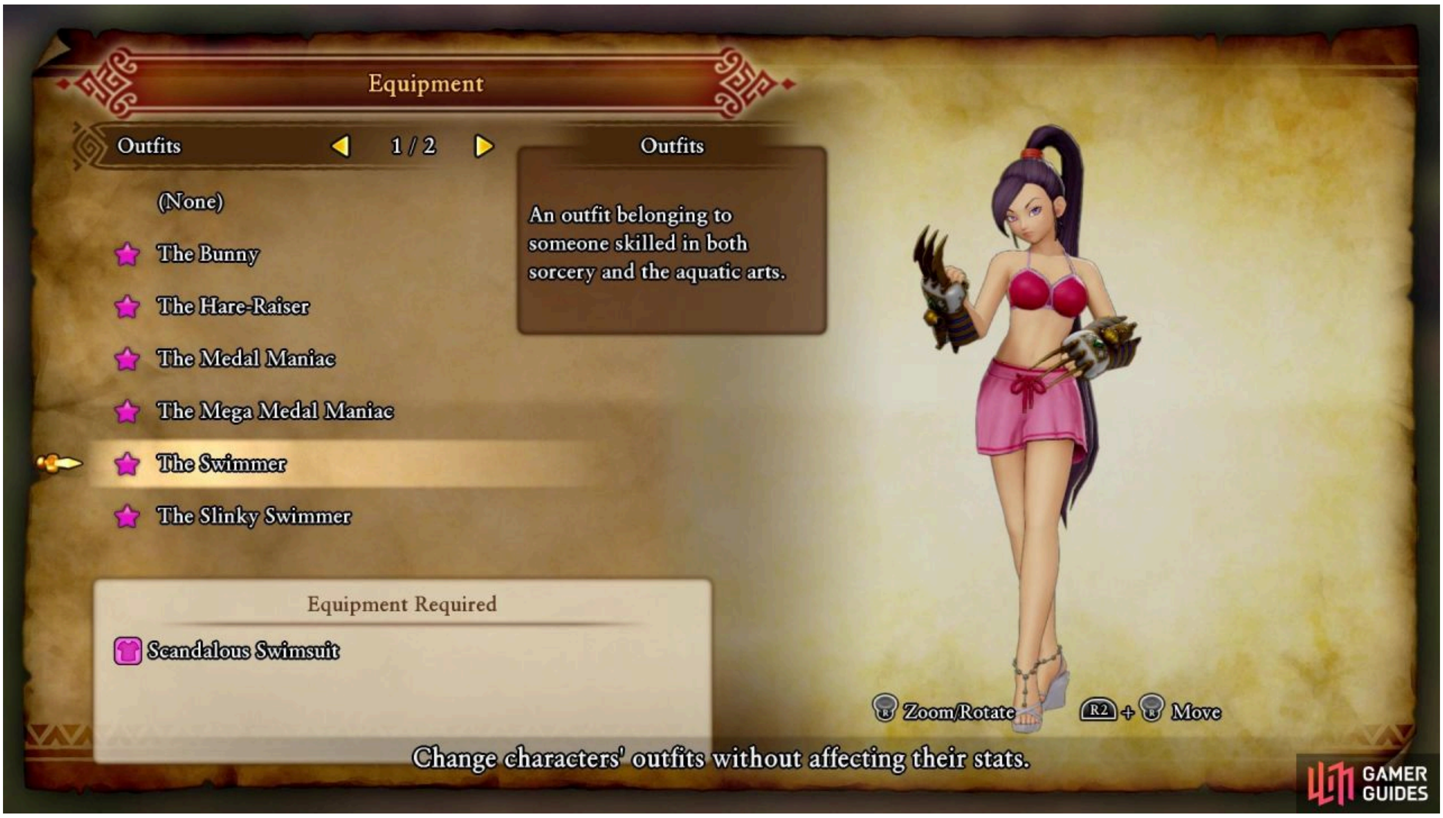
You can find this costume for trade at the Octagonia Casino, where it costs 70,000 Tokens. If you don’t wish to spend tokens on it, the Merking enemy in the middle part of the game has it as its rare drop. You can find the Merking at night in Costa Valor, as well as in the ocean. Once you make it to the final part of the game, your only choice is via the casino.:::image-block-multi



An outfit belonging to a warrior who had the heavens on her side.

Change characters' outfits without affecting their stats.

Equipment
Outfits
2 / 2
Outfits
The Warrior Princess
The Minerva
The Divine
The Xenlon
E
The Scarlet Slayer
Equipment Required
Battle Dress
Zoom/Rotate
R2 + Move
GAMER GUIDES



Equipment

Outfits 1 / 2

- (None)
- The Bunny
- The Hare-Raiser
- The Medal Maniac
- The Mega Medal Maniac
- The Swimmer
- The Slinky Swimmer

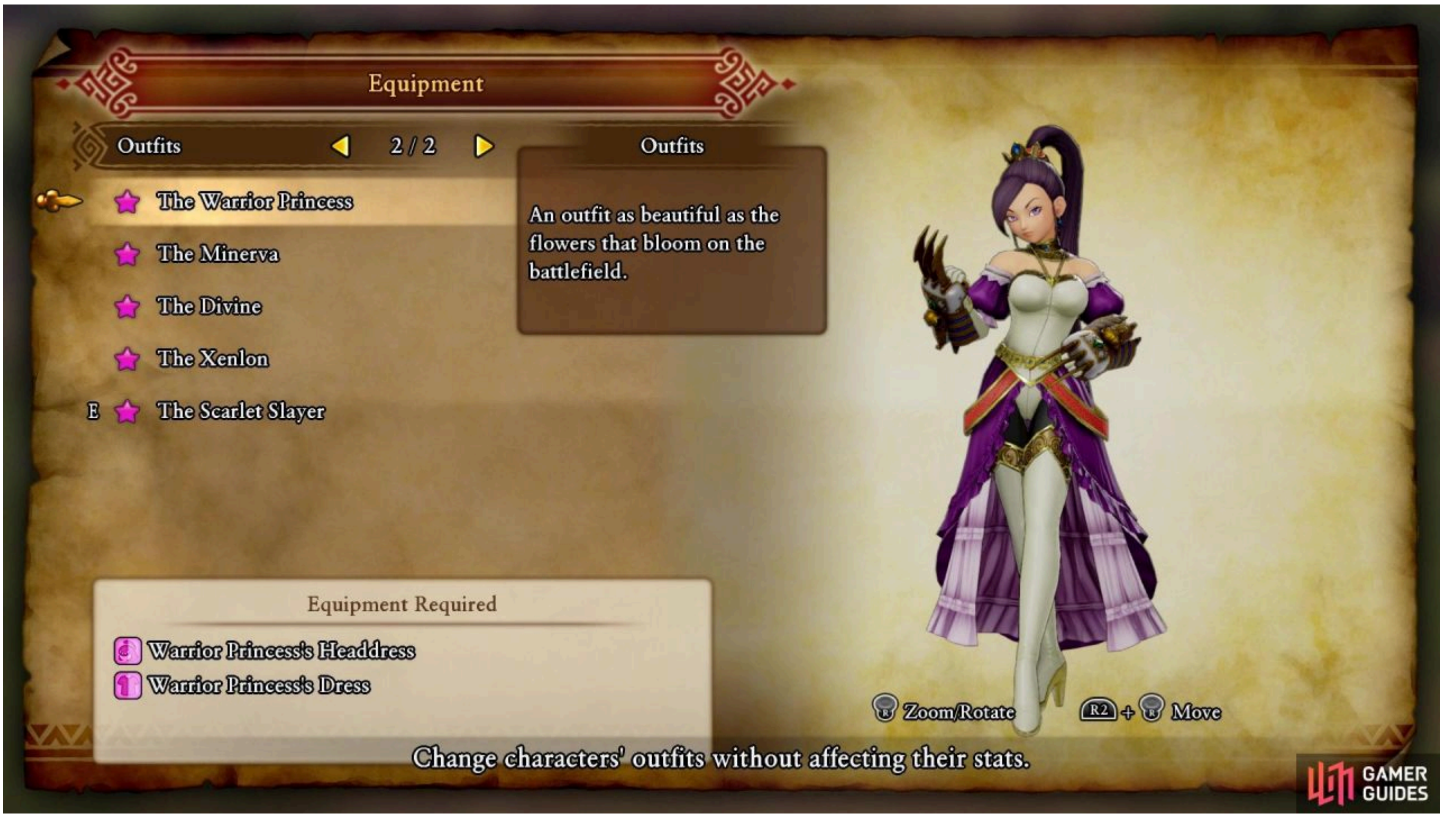
Outfits

An outfit belonging to someone skilled in both sorcery and the aquatic arts.

Equipment Required

Scandalous Swimsuit

Change characters' outfits without affecting their stats.



Equipment

Outfits 2 / 2

- The Warrior Princess
- The Minerva
- The Divine
- The Xenlon
- E The Scarlet Slayer

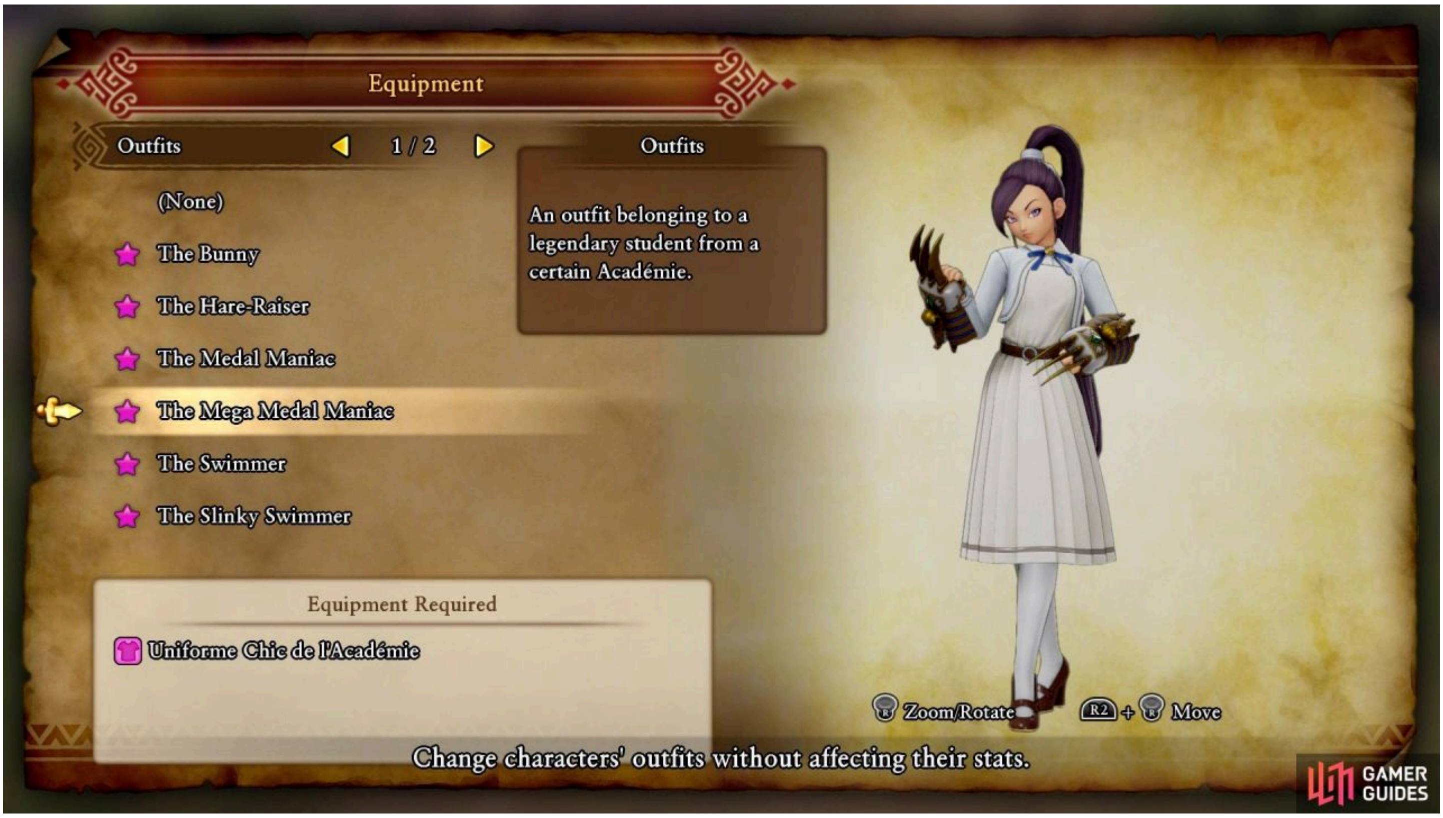
Outfits

An outfit as beautiful as the flowers that bloom on the battlefield.

Equipment Required

Warrior Princess's Headdress
Warrior Princess's Dress

Change characters' outfits without affecting their stats.


Equipment
Outfits
1 / 2
Outfits
(None)
The Bunny
The Hare-Raiser
The Medal Maniac
The Mega Medal Maniac
The Swimmer
The Slinky Swimmer
Equipment Required
Uniforme Chic de l'Académie
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a legendary student from a certain Académie.

Change characters' outfits without affecting their stats.

⋮

The Warrior Princess

There are two pieces of equipment that make up this costume, both of which belong to the recipe, **Pride of the Valkyries**. You can find this recipe in the Fortress of Fear in the middle part of the game. If you happen to miss this, then you can find the chest with the recipe in the First Forest Whale Way Station in the final part of the game. In order to forge both pieces of equipment, you will need the following items: Gold Bar, Savvy Sapphire (x2), Brighten Rock (x2), Glass Frit (x2), Technicolour Dreamcloth, Artful Amethyst (x2), Slipweed (x3), and a Sainted Soma.

The Mega Medal Maniac

This costume is exclusive to the Definitive Edition version of the game. The costume is shared across all three female party members, as you only need one of the armors in order to unlock the costume. As you make progress in Tickington, you will unlock an area called **Whealbrook**. Complete the quest there, then go to **Quester's Rest** afterwards, speaking to Sellma behind the counter on the right, to purchase the **Uniforme Chic de l'Academie** armor.

The Divine

Once you make it to the final part of the game and gain access to Gondolia, head there and find the two merchant brothers. You can go back and forth between them to haggle the price of the **Divine Bustier** all the way down to 20,000G.

The Slinky Swimmer

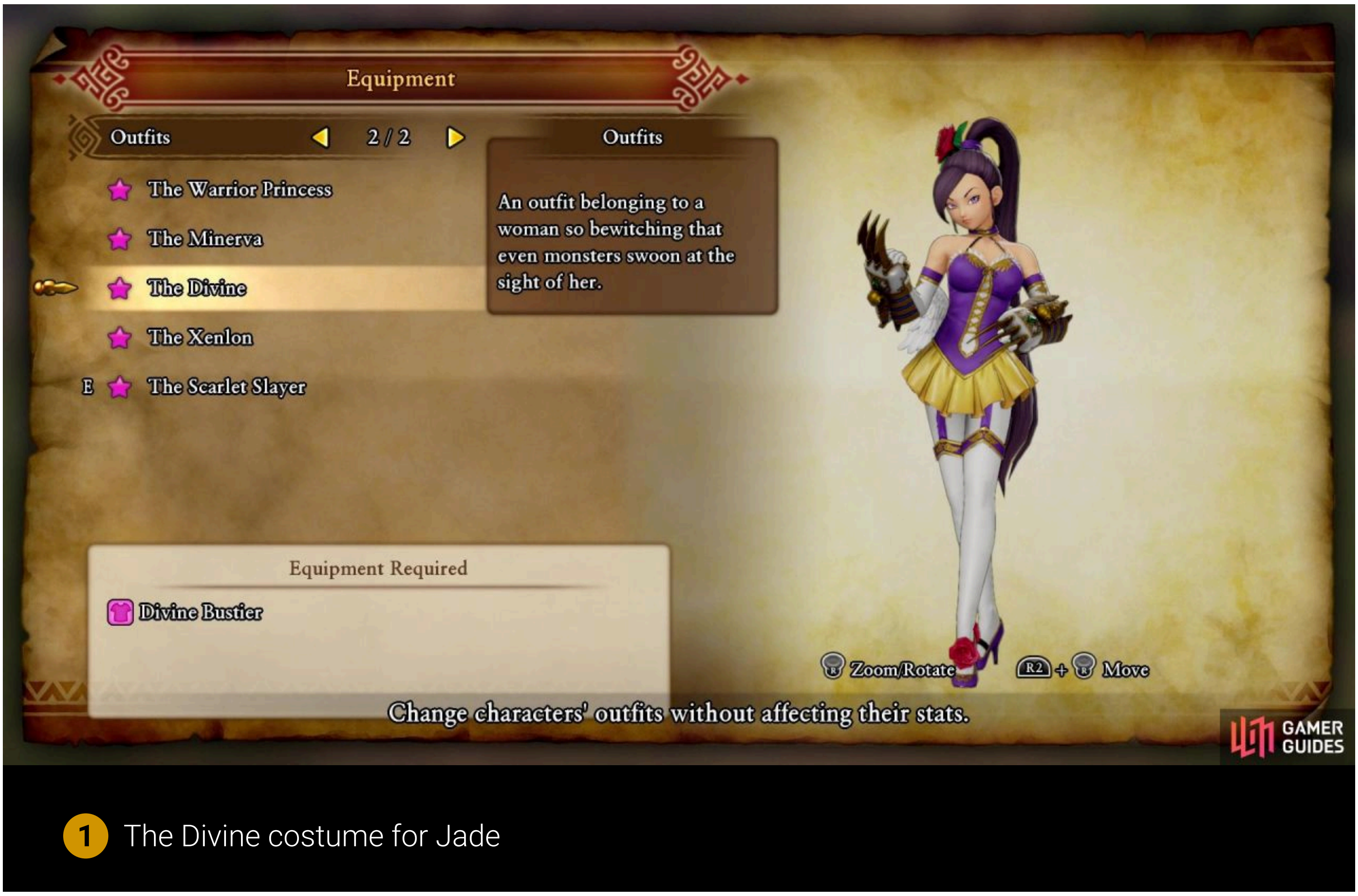
In the final part of the game, go to Octagonia and head upstairs to the casino. There, you can trade 150,000 Tokens at the counter for the **Hot Bikini** item, netting yourself another costume.

The Minerva

The two pieces of equipment needed for this costume will require you to obtain the recipe, **The Way of the War Goddess**. This recipe is located behind the locked door on B9 of The Battleground, which requires the Ultimate Key. In order to forge both pieces of equipment, you will need the following items: Orichalcum, Savvy Sapphire (x2), Brighten Rock (x3), Sainted Soma (x2), Colourful Cocoon (x2), Artful Amethyst (x2), and Slipweed (x3).

The Xenlon

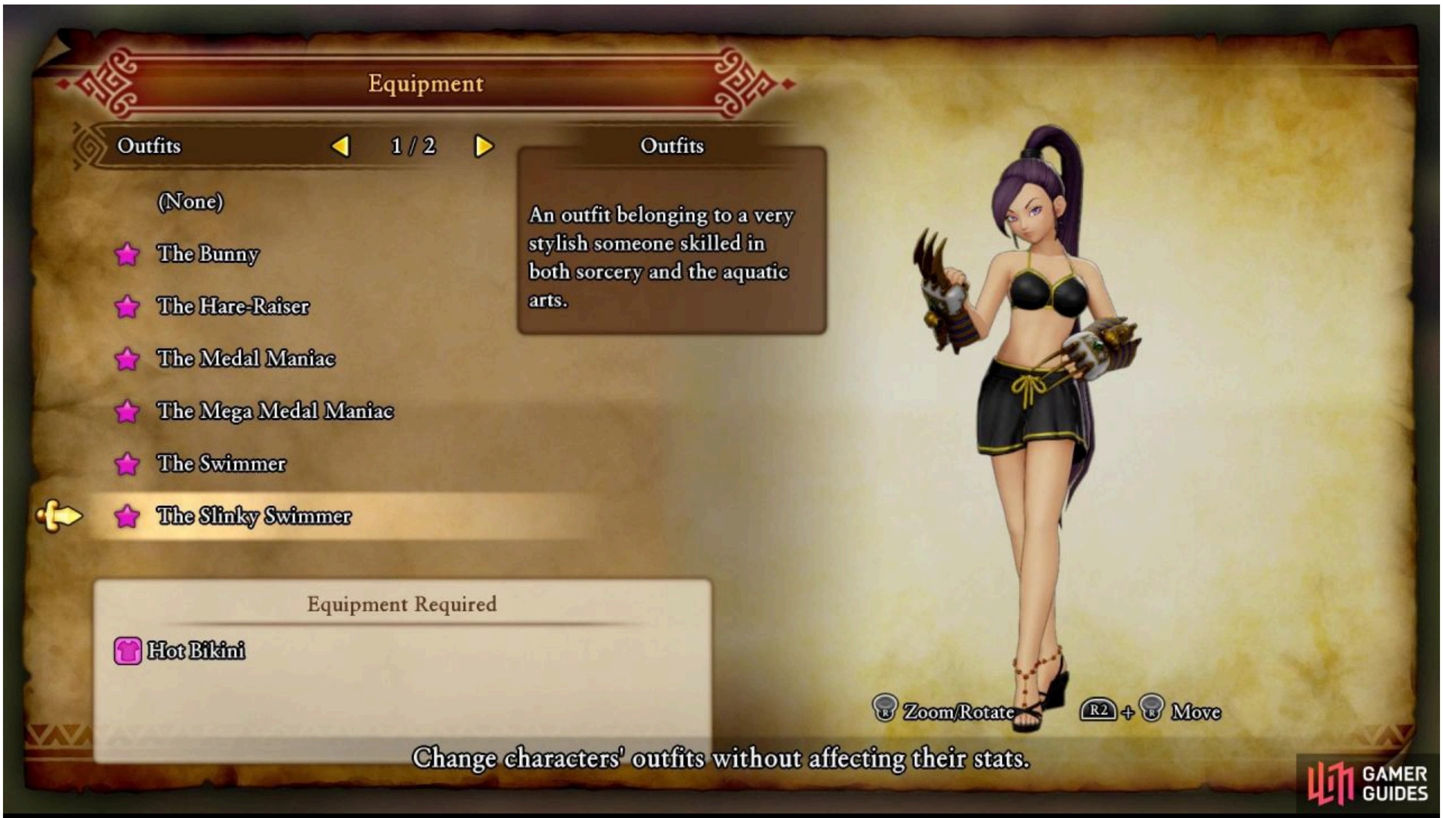
Both pieces of equipment for this costume requires the recipe, **Shine On, Xenlon**. You will be able to get this recipe from beating the fourth trial of the Wheel of Harma in under 20 turns. In order to forge both pieces of equipment, you will need the following items: Gold Bar (x2), Spectralite, Crimsonite, Serpent's Soul (x2), Saint's Ashes (x4), Serpent Skin (x3), Kaleidocloth (x2), and Finessence (x3).


Equipment
Outfits
2 / 2
Outfits
The Warrior Princess
The Minerva
The Divine
The Xenlon
E The Scarlet Slayer
Equipment Required
Divine Bustier
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a woman so bewitching that even monsters swoon at the sight of her.

Change characters' outfits without affecting their stats.

1 The Divine costume for Jade


Equipment
Outfits
1 / 2
Outfits
Zoom/Rotate
R2 + Move
GAMER GUIDES

- (None)
- The Bunny
- The Hare-Raiser
- The Medal Maniac
- The Mega Medal Maniac
- The Swimmer
- The Slinky Swimmer

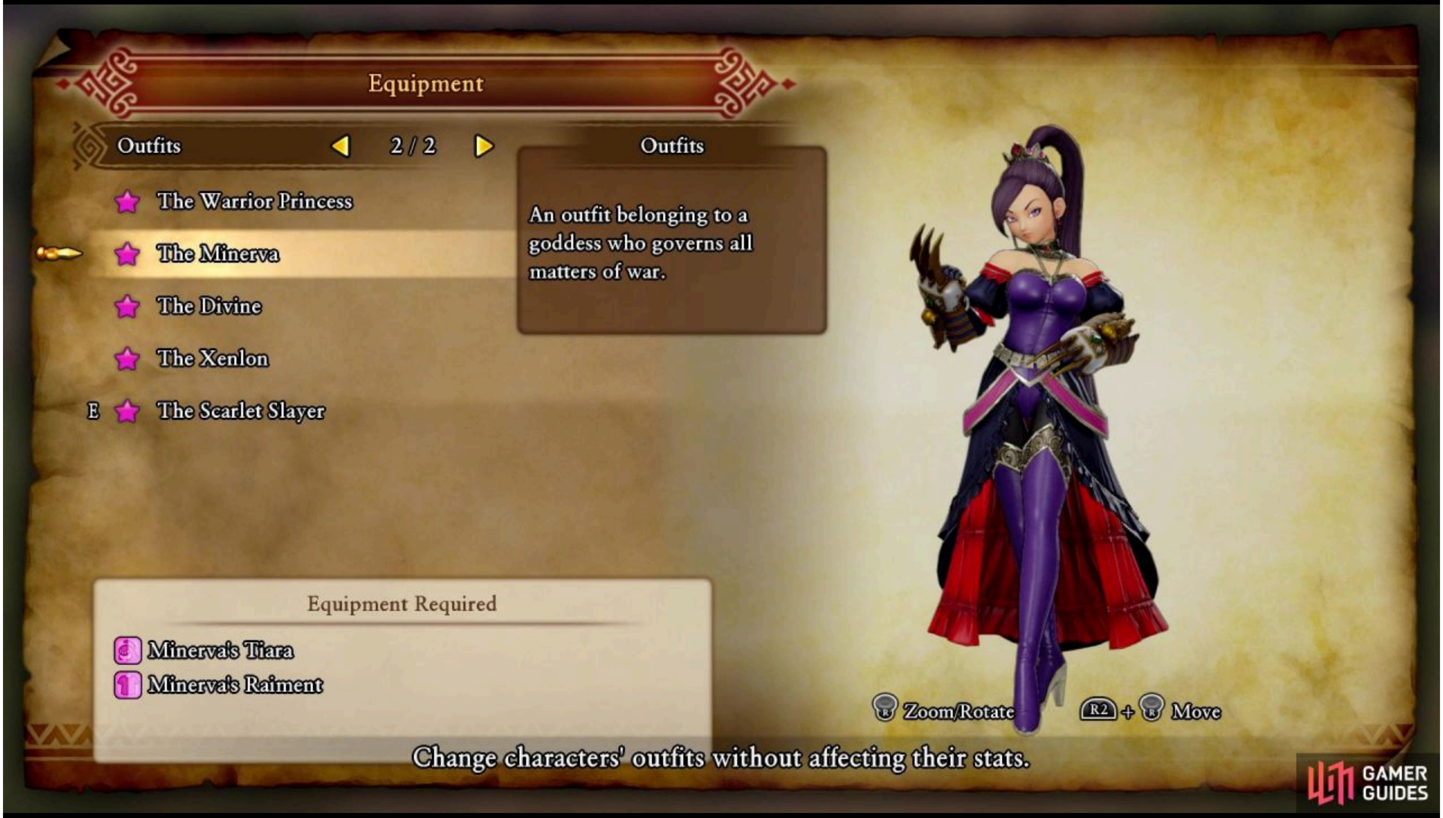
An outfit belonging to a very stylish someone skilled in both sorcery and the aquatic arts.

Equipment Required

Hot Bikini

Change characters' outfits without affecting their stats.

② The Slinky Swimmer costume for Jade


Equipment
Outfits
2 / 2
Outfits
Zoom/Rotate
R2 + Move
GAMER GUIDES

- The Warrior Princess
- The Minerva
- The Divine
- The Xenlon
- E The Scarlet Slayer

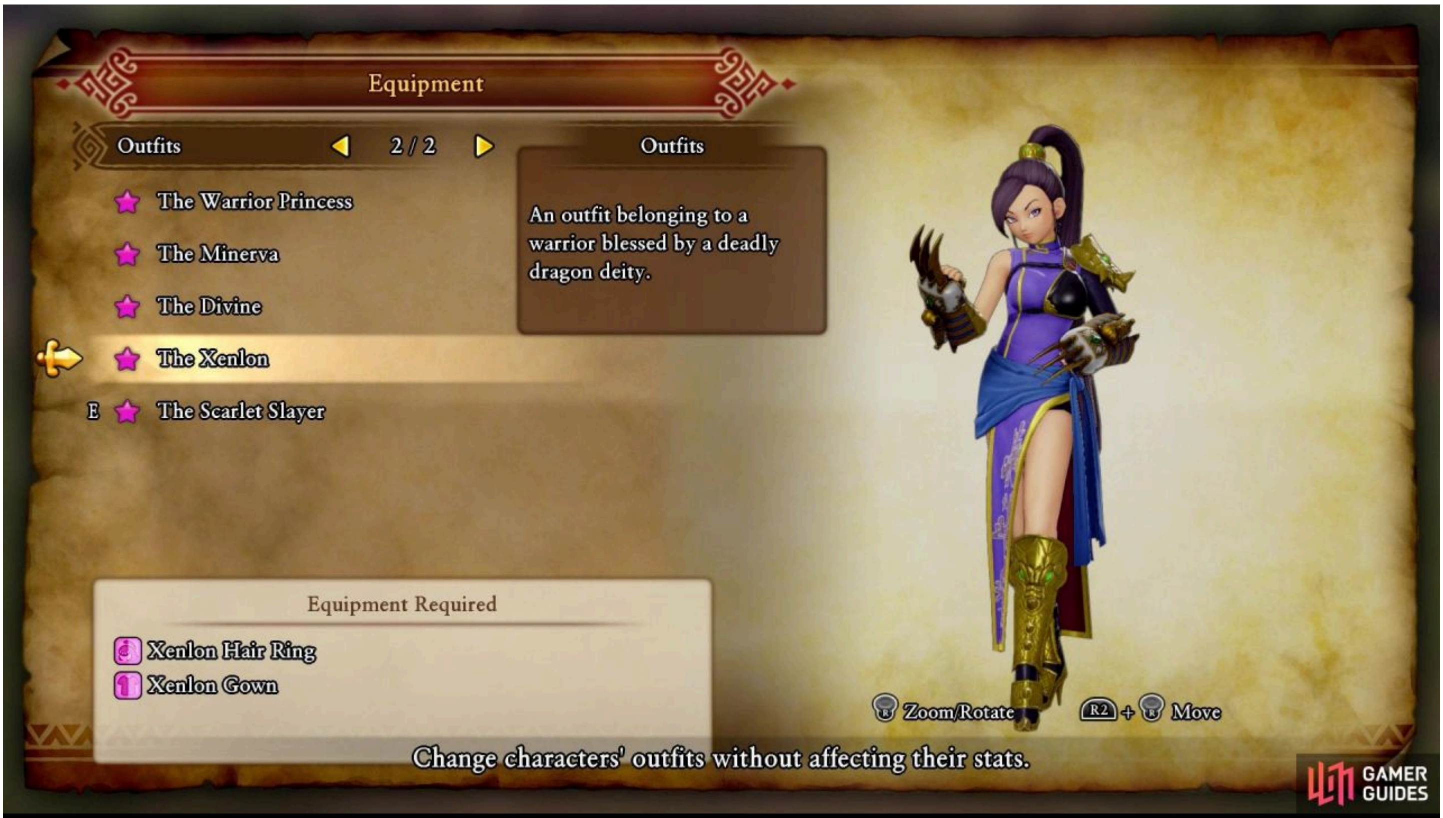
An outfit belonging to a goddess who governs all matters of war.

Equipment Required

Minerva's Tiara
Minerva's Raiment

Change characters' outfits without affecting their stats.

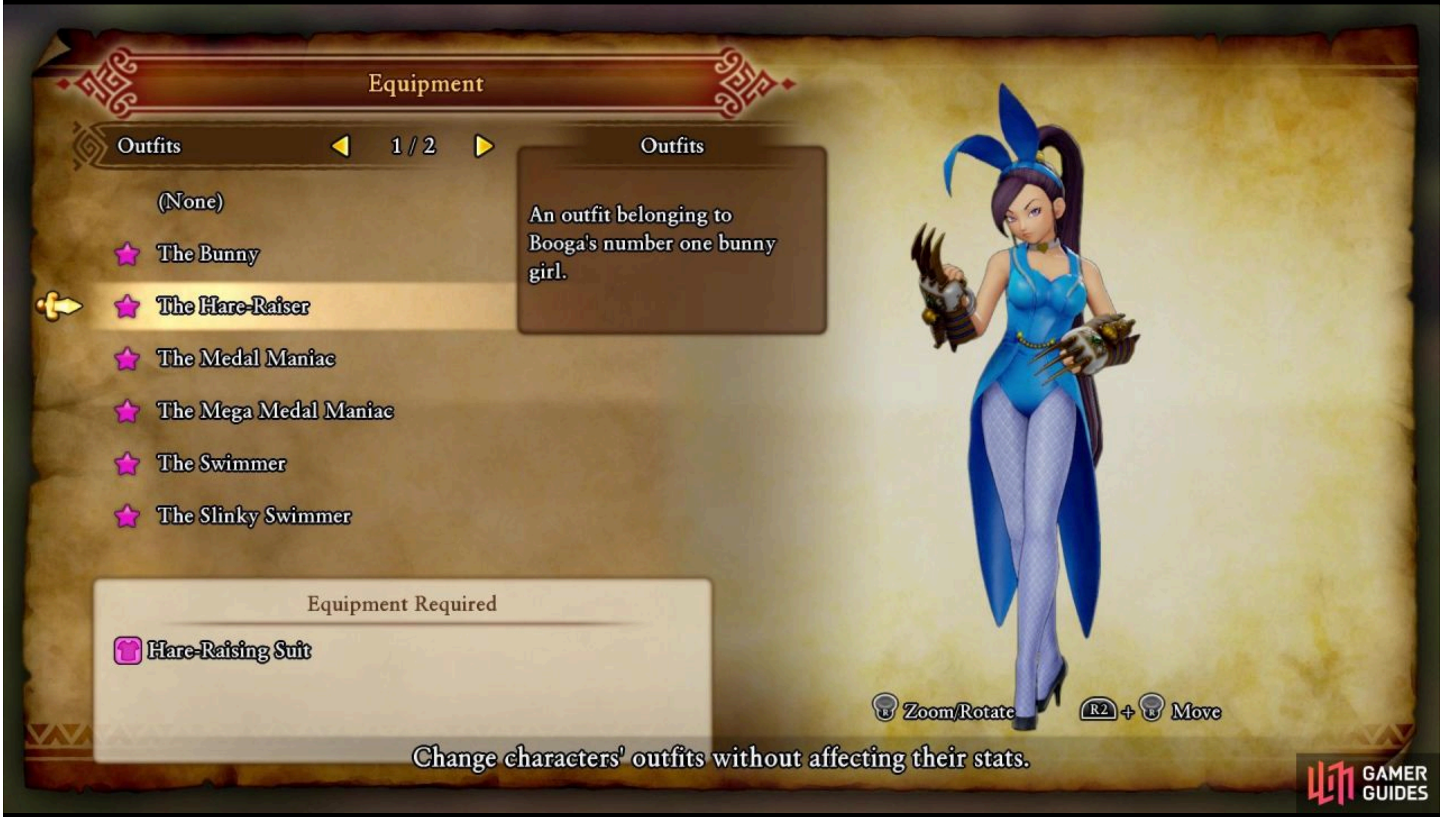
③ The Minerva costume for Jade


Equipment
Outfits
2 / 2
Outfits
The Warrior Princess
The Minerva
The Divine
The Xenlon
E
The Scarlet Slayer
Equipment Required
Xenlon Hair Ring
Xenlon Gown
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a warrior blessed by a deadly dragon deity.

Change characters' outfits without affecting their stats.

4 The Xenlon costume for Jade


Equipment
Outfits
1 / 2
Outfits
(None)
The Bunny
The Hare-Raiser
The Medal Maniac
The Mega Medal Maniac
The Swimmer
The Slinky Swimmer
Equipment Required
Hare-Raising Suit
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to Booga's number one bunny girl.

Change characters' outfits without affecting their stats.

5 The Hare-Raiser costume for Jade

The Hare-Raiser

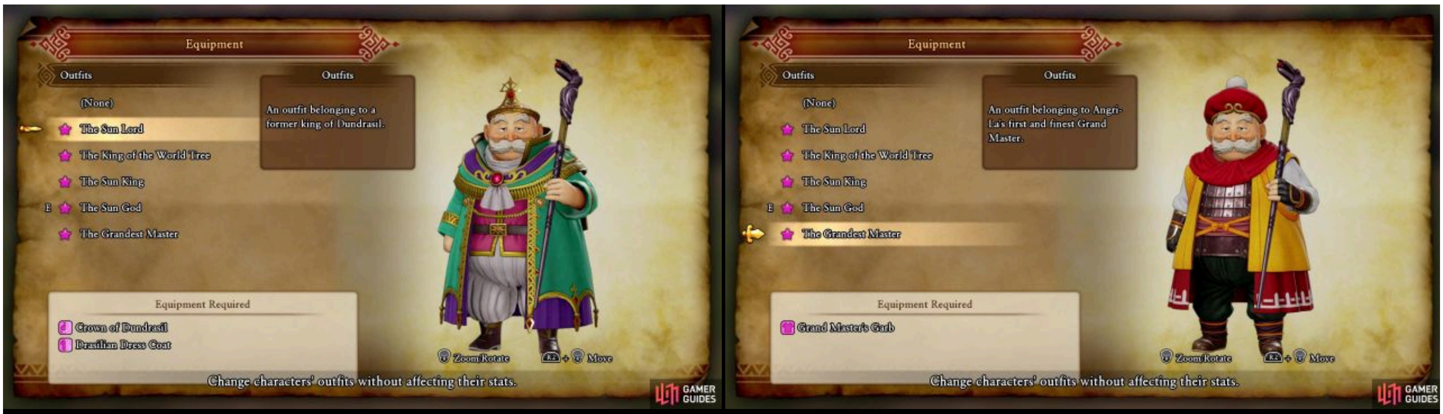
The **Hare-Raising Suit**, the piece of equipment needed for this costume is rewarded to you for defeating the superboss, the Timewyrm. This is a very challenging battle, so it is highly likely that this will be your final costume obtained in the game. While this costume makes an appearance in Jade's Interlude, it isn't registered as an actual costume until you gain it permanently, via the method above. The nice thing about this piece of armor is that it will always revive Jade whenever her HP reaches zero.

Rab's Costumes

Below is a list of all the costumes for Rab in Dragon Quest XI S. Rab is one of two characters that has a joke costume during a story event, which you can't change out of during that event. This doesn't stay after the story event is over, so you don't have to worry about it.

The Sun Lord

The two pieces of equipment needed for this costume require you to find a recipe first, called **Kit Fit for a King**. You obtain this recipe by turning in 30 Mini Medals at the Mini Medal Academy. In order to forge the two items, you will need the following items: Gold Ore (x3), Platinum Ore, Red Eye, Silkblossom (x2), Magic Beast Hide, and a Green Eye.


Equipment
Outfits
Outfits
(None)
The Sun Lord
The King of the World Tree
The Sun King
E
The Sun God
The Grandest Master
Equipment Required
Crown of Dundrasil
Drasilian Dress Coat
Zoom/Rotate
Move
GAMER GUIDES
Equipment
Outfits
Outfits
(None)
The Sun Lord
The King of the World Tree
The Sun King
E
The Sun God
The Grandest Master
Equipment Required
Grand Master's Garb
Zoom/Rotate
Move
GAMER GUIDES

An outfit belonging to a former king of Dundrasil.

Change characters' outfits without affecting their stats.

An outfit belonging to Angri-La's first and finest Grand Master.

Change characters' outfits without affecting their stats.

The Sun Lord costume for Rab (left), The Grandest Master costume for Rab (right)

The Grandest Master

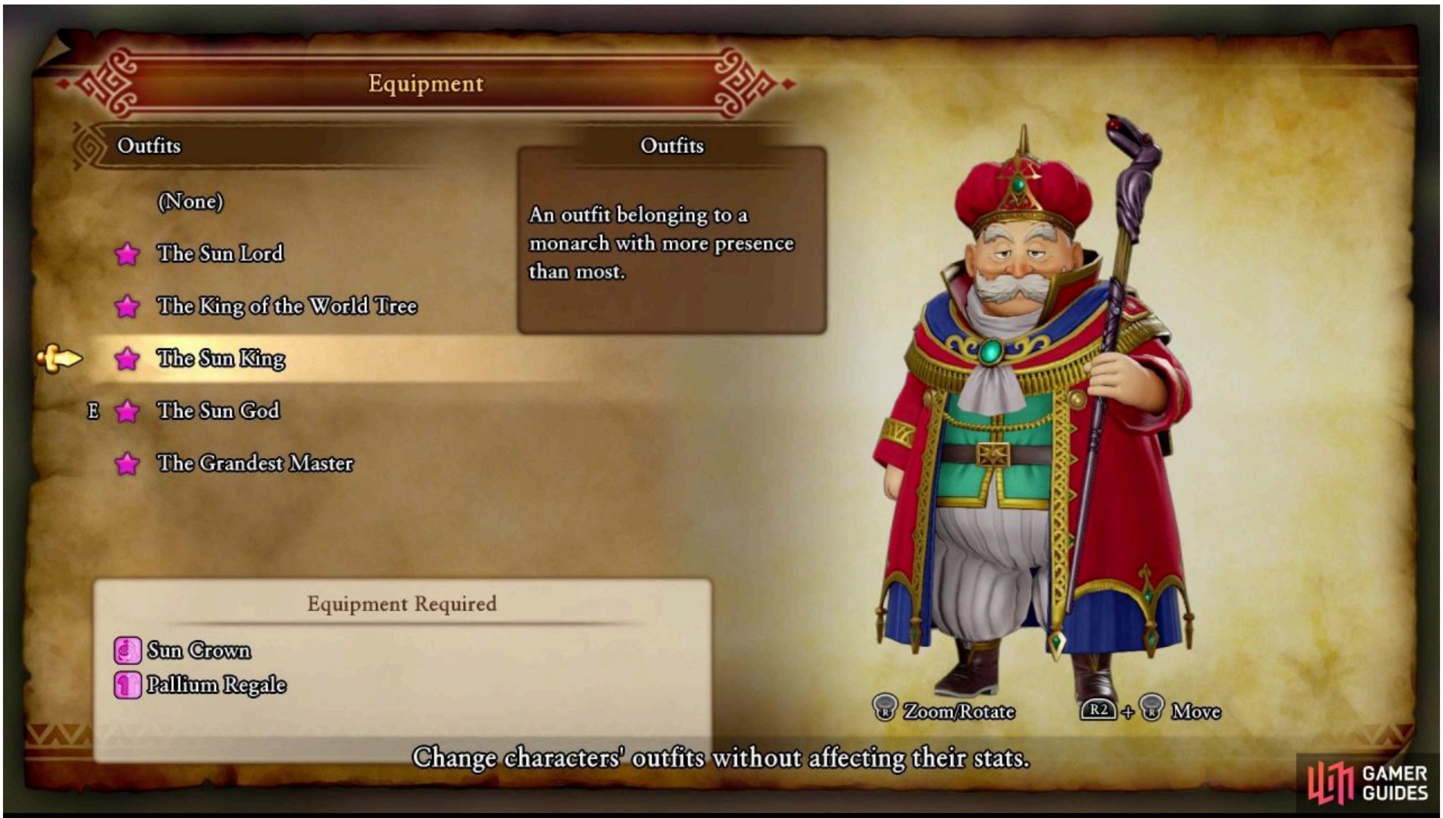
This costume is exclusive to the Definitive Edition version of the game. Once you make it to the second part of the game, you will head to Mount Pang Lai. At the top of the mountain, there is a little shrine where you meet someone. There will be a chest right next to that person, which contains the **Grand Master's Garb**, the item needed for the costume.

The Sun King

You will need a recipe for the two items required for this costume. The recipe, titled **Corking Kit for Kings**, is obtained by completing the third trial in the Wheel of Harma. In order to forge the equipment for the costume, you will need the following items: Slime Crown, Fire Ball (x2), Equable Emerald (x2), Colourful Cocoon, Technicolour Dreamcloth (x2), and Royal Ruby (x2).

The King of the World Tree

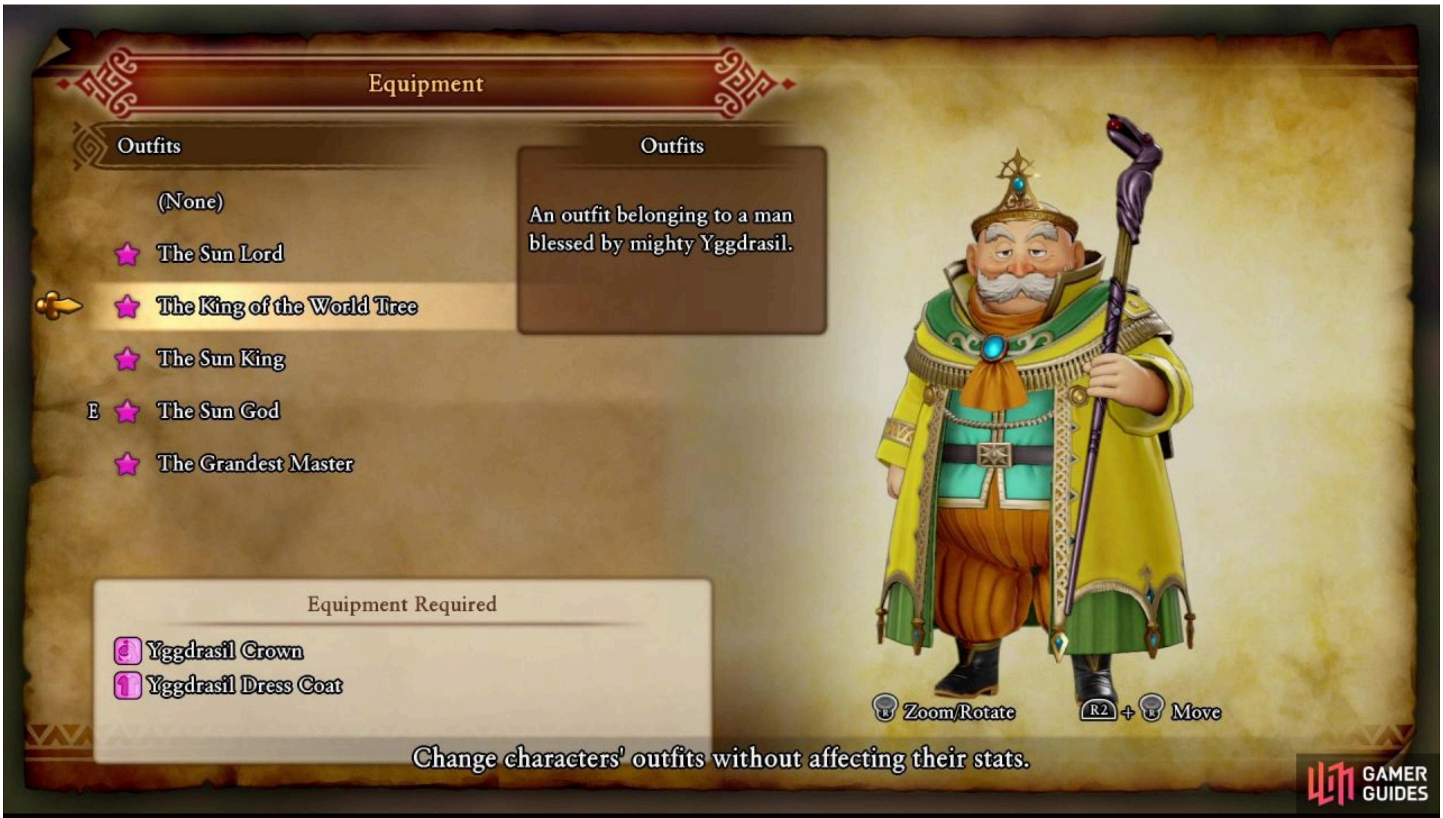
You will need to find the recipe for the two items required for this costume. The recipe, **What a Wonderful World Tree**, is found in a chest in The Sage's Trial - The Fierce Forest. In order for forge the equipment to gain this costume, you will need the following items: Slime Crown, Royal Ruby (x2), Gold Nuglet (x2), Yggdrasil Leaf, Silkblossom (x3), Gold Bar, and Glimmergrass (x2).


Equipment
Outfits
(None)
The Sun Lord
The King of the World Tree
The Sun King
E
The Sun God
The Grandest Master
Outfits
Equipment Required
Sun Crown
Pallium Regale
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a monarch with more presence than most.

Change characters' outfits without affecting their stats.

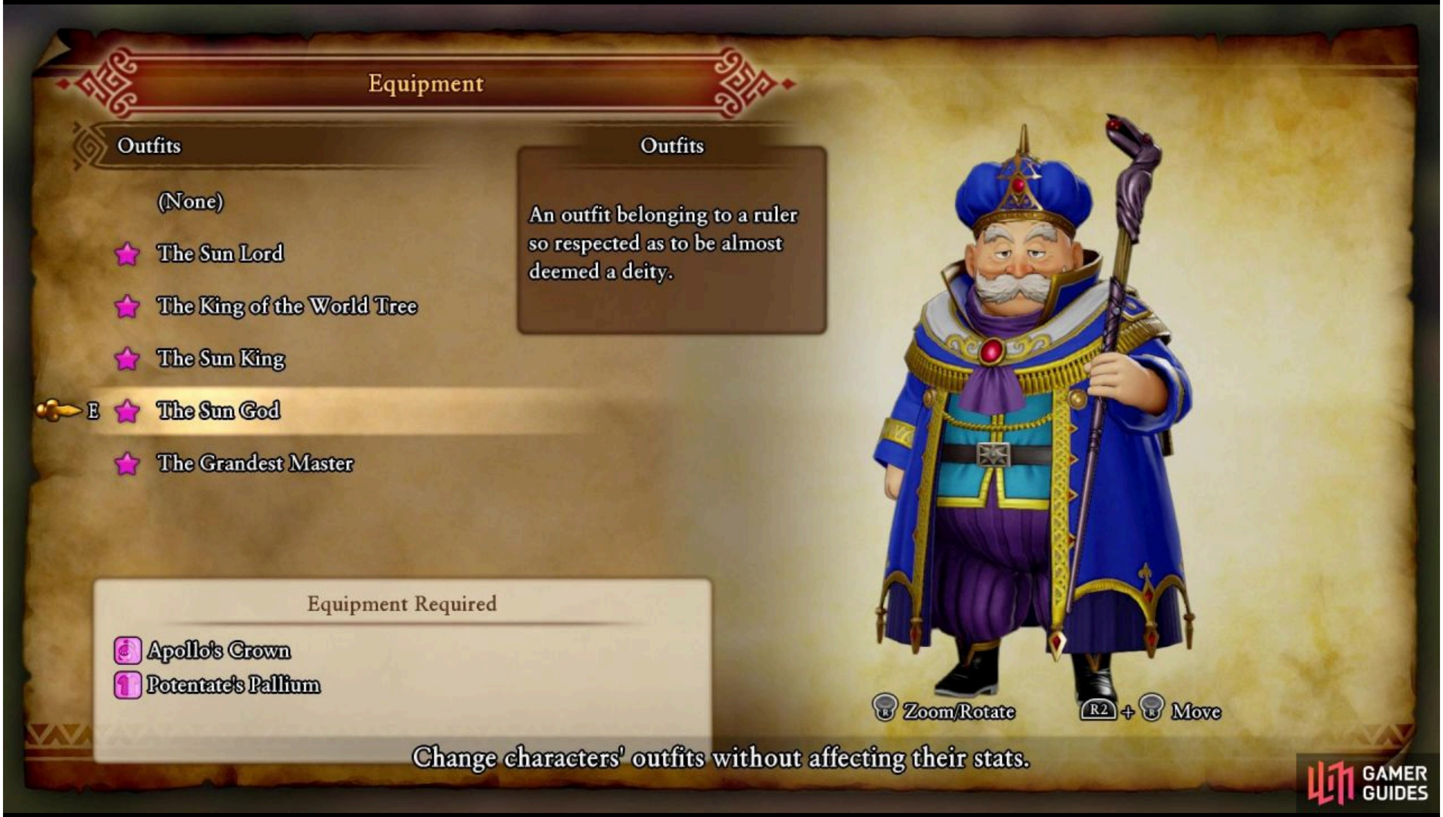
① The Sun King costume for Rab


Equipment
Outfits
Outfits
(None)
The Sun Lord
The King of the World Tree
The Sun King
E The Sun God
The Grandest Master
Equipment Required
Yggdrasil Crown
Yggdrasil Dress Coat
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a man blessed by mighty Yggdrasil.

Change characters' outfits without affecting their stats.

② The King of the World Tree costume for Rab


Equipment
Outfits
Outfits
(None)
The Sun Lord
The King of the World Tree
The Sun King
E The Sun God
The Grandest Master
Equipment Required
Apollo's Crown
Potentate's Pallium
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a ruler so respected as to be almost deemed a deity.

Change characters' outfits without affecting their stats.

③ The Sun God costume for Rab

The Sun God

Like most of Rab's costumes, you will need a recipe for this one, since the two pieces of equipment are tied to it. The recipe, **A Guide to Godly Getup**, is obtained by completing the final trial in the Wheel of Harma (not the secret trial) in under 40 turns. In order to forge both pieces of equipment for this costume, you will need the following items: Slime Crown, Fire Ball (x2), Spectralite (x2), Technicolour Dreamcloth, Crimsonite, Kaleidocloth (x3), Uber Agate of Evolution, Serpent's Skin (x2), and a Dieamend.

Extras » Costumes

Eight's Costumes

Warning

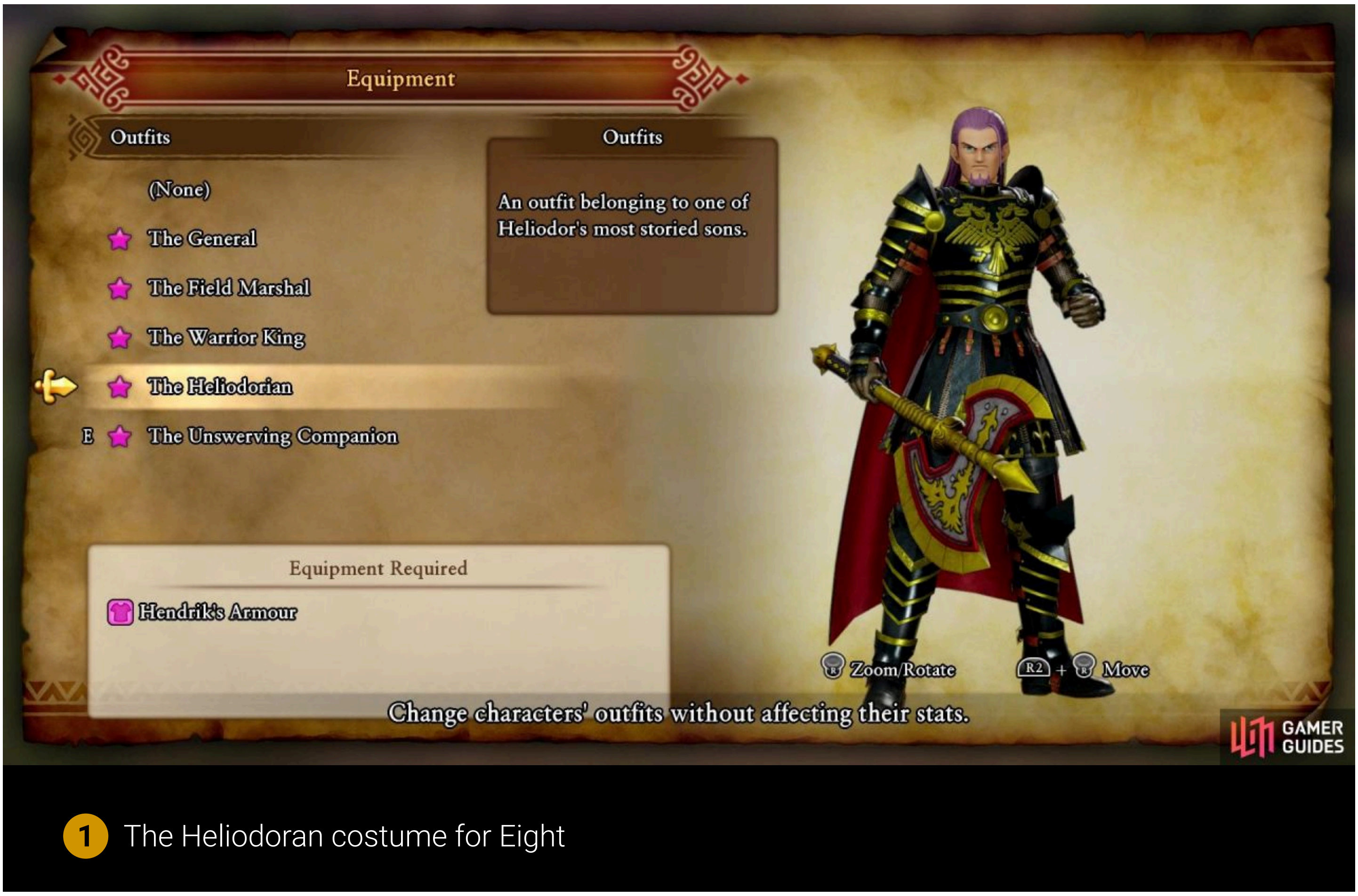
The identity of Eight is a major spoiler for the game, so view this page with discretion, since the images contained on this page will show the character.

Below is a list of all the costumes for Eight in Dragon Quest XI S. Eight is one of two characters that has a joke costume during a story event, which you can't change out of during that event. This doesn't stay after the story event is over, so you don't have to worry about it.

The Heliodoran

The first costume you will likely find for Eight is during the middle portion of the game. Once you get to Gondolia, find the two merchant brothers and haggle with them, until they reach 5,000G. If you happen to miss this during that time, then you can simply progress the game until you reach the final part, where Eight will come equipped with it, so you won't permanently miss it.

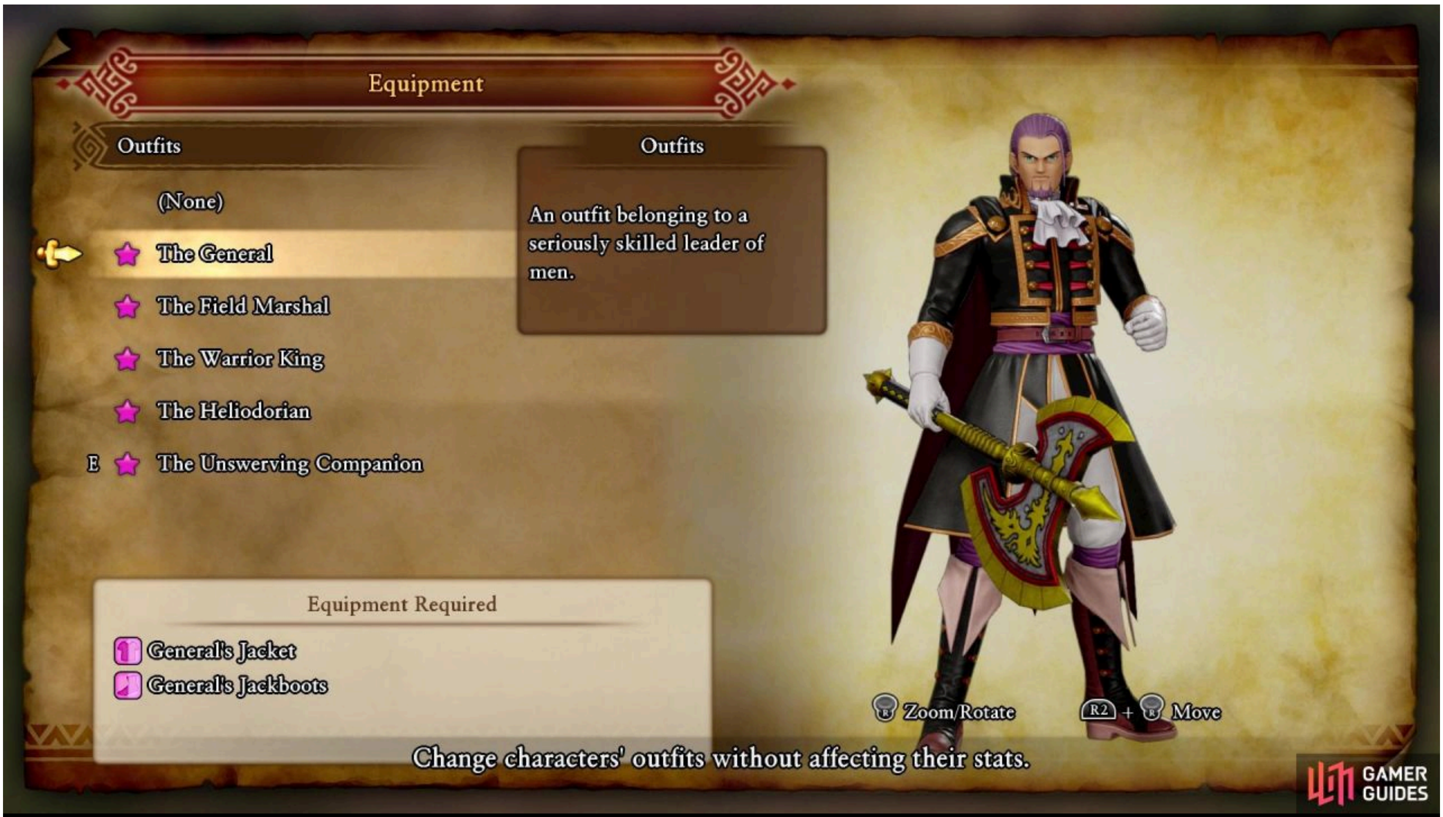
Show SpoilerShow Spoiler


Equipment
Outfits
(None)
The General
The Field Marshal
The Warrior King
The Heliodorian
E The Unswerving Companion
Outfits
Equipment Required
Hendrik's Armour
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to one of Heliodor's most storied sons.

Change characters' outfits without affecting their stats.

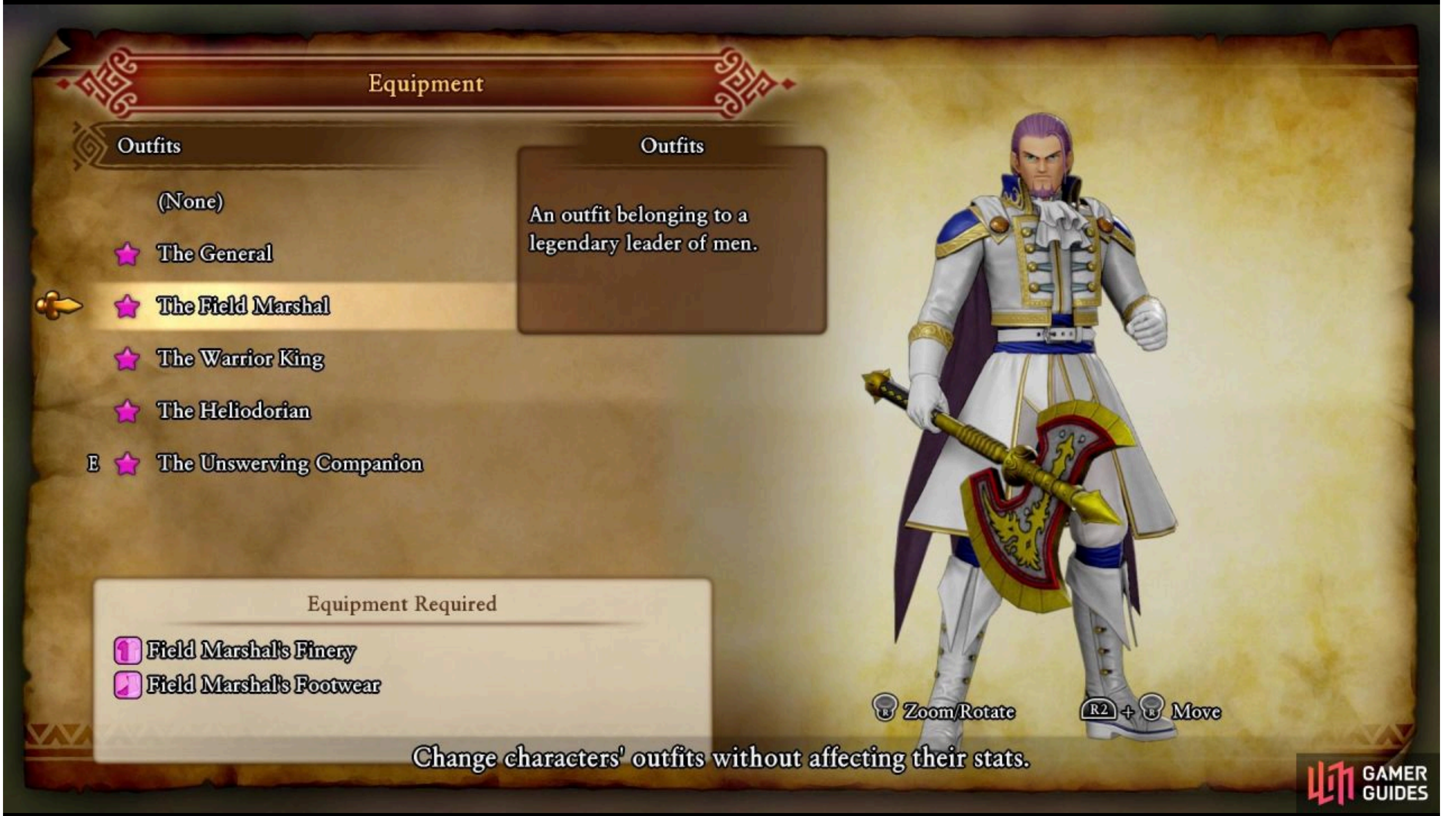
① The Heliodoran costume for Eight


Equipment
Outfits
(None)
The General
The Field Marshal
The Warrior King
The Heliodorian
E The Unswerving Companion
Outfits
Equipment Required
General's Jacket
General's Jackboots
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a seriously skilled leader of men.

Change characters' outfits without affecting their stats.

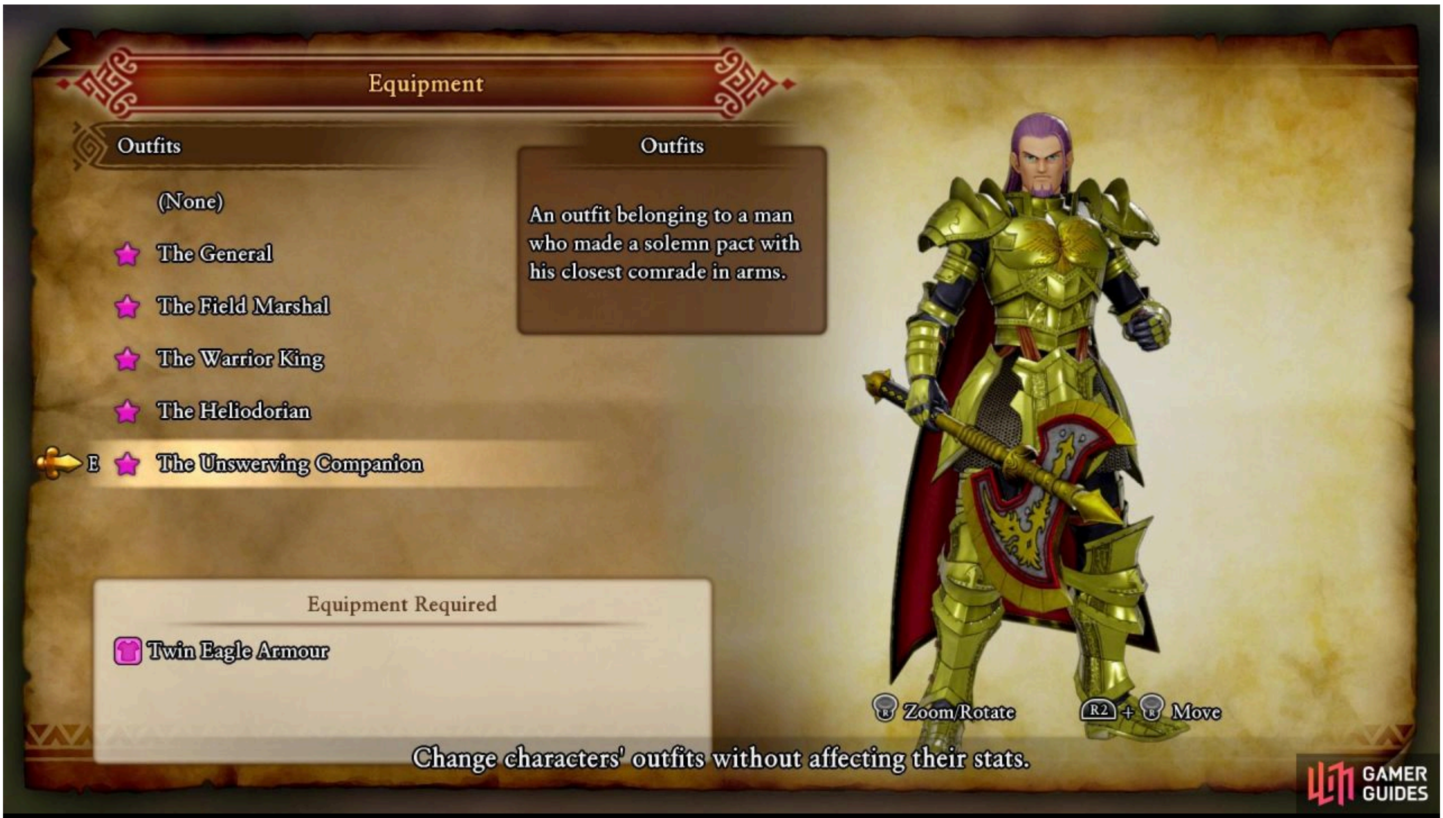
2 The General costume for Eight


Equipment
Outfits
(None)
The General
The Field Marshal
The Warrior King
The Heliodorian
E The Unswerving Companion
Outfits
Equipment Required
Field Marshal's Finery
Field Marshal's Footwear
Zoom/Rotate
R2 + Move
GAMER GUIDES

An outfit belonging to a legendary leader of men.

Change characters' outfits without affecting their stats.

3 The Field Marshal costume for Eight

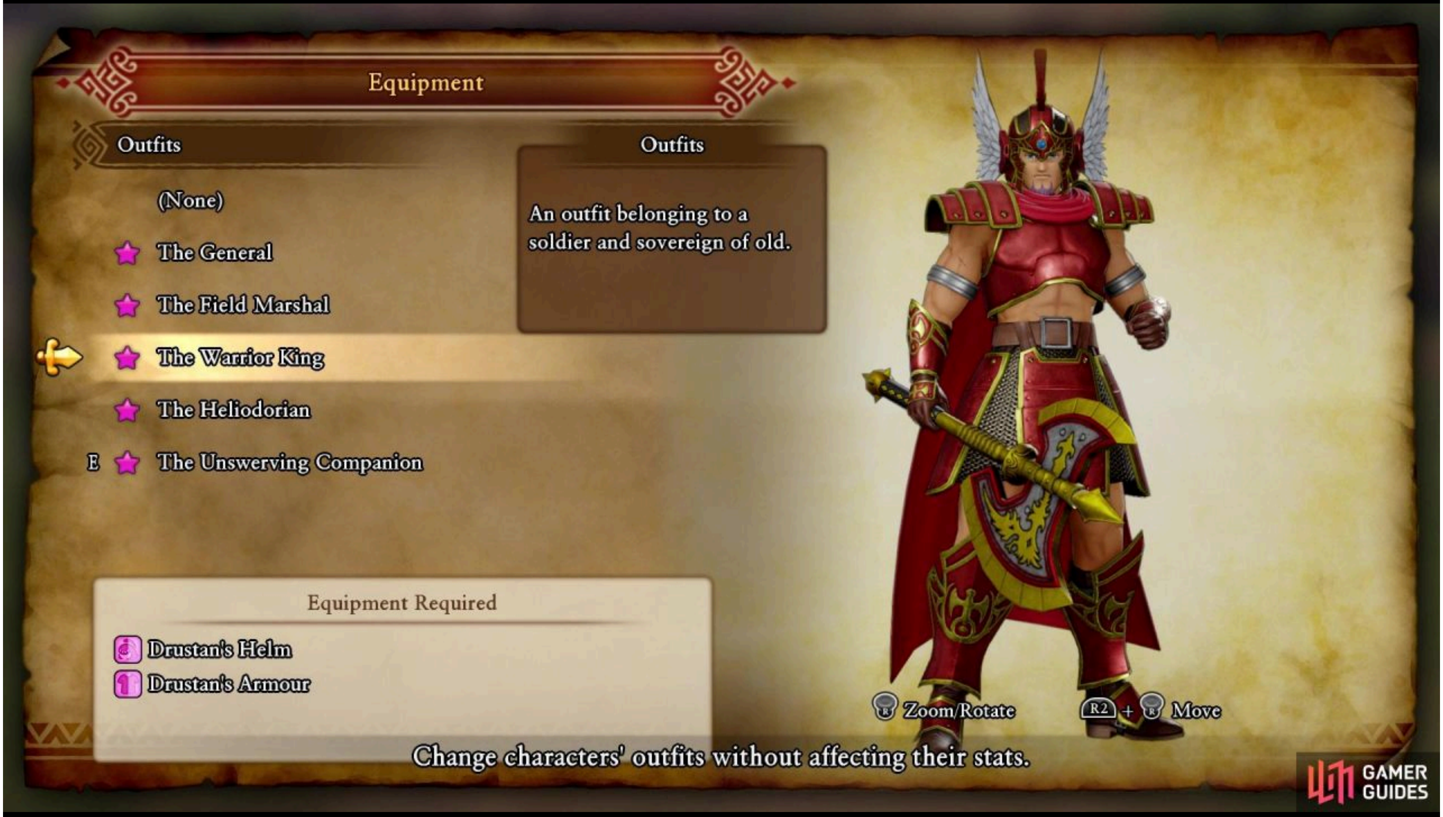


Equipment
Outfits
Outfits
(None)
The General
The Field Marshal
The Warrior King
The Heliodorian
E
The Unswerving Companion
Equipment Required
Twin Eagle Armour
Zoom/Rotate
R2 +
Move
GAMER GUIDES

An outfit belonging to a man who made a solemn pact with his closest comrade in arms.

Change characters' outfits without affecting their stats.

④ The Unswerving Companion costume for Eight



Equipment
Outfits
Outfits
(None)
The General
The Field Marshal
The Warrior King
The Heliodorian
E
The Unswerving Companion
Equipment Required
Drustan's Helm
Drustan's Armour
Zoom/Rotate
R2 +
Move
GAMER GUIDES

An outfit belonging to a soldier and sovereign of old.

Change characters' outfits without affecting their stats.

⑤ The Warrior King costume for Eight

The General

Both pieces of equipment needed for this costume come from the recipe, **General Directives**, which can be found in the Fortress of Fear in the second act. If you happen to miss it there, then it can be found on the First Forest Whale Way Station in the final part of the game. In order to forge both pieces of equipment for this costume, you will need the following items: Technicolour Dreamcloth (x2), Evencloth (x5), Pitch Pearl (x2), Finessence, Dragon Hide (x2), Gold Nuglet, and a Saint's Ashes.

The Field Marshal

Both pieces of equipment needed for this costume come from a recipe. That recipe, called **Field Manual**, is found behind one of the Ultimate Key doors in the Cryptic Crypt dungeon in the final part of the game. In order to forge both pieces of equipment, you will need the following items: Serpent Skin (x4), Wing of Bat (x2), Night Stick (x2), Finessence (x2), Gold Nuglet (x2), Sainted Soma, and Grubby Bandage (x2).

The Unswerving Companion

This costume is exclusive to the Definitive Edition version of the game. In the final part of the game, you can head back to Heliodor Castle to do a little unnamed sidequest. You will have to fight a boss at the end of this event, which is outlined on the **An Old Friend** page. After finishing that event, you will get the **Twin Eagle Armour** and this costume.

The Warrior King

In order to get this costume, you will need two pieces of equipment, **Drustan's Helm** and **Drustan's Armour**. Both of them are found in areas involved with Drustan's Trials. The Helm is found in the Disciple's Trial - Eerie Valley area, while the Armour is found in the Luminary's Trial - Citadel of Spite.